

Silicon Times Report
"The Original Independent Online Magazine"
(Since 1987 - Our 11th Year)

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-CompUSA - Sales Probs	-FL Fishing REGS	-WS_FTP Server
-Battlesphere on the WAY	-Atari Classics on PC	-EA ships NBA 99

OFFICE 2000 BETA 2 DUE THIS WEEK

ONLINE WEB AD RATES FALLING
GATES BLASTS DOJ'S CASE

STReport International Magazine

Featured Weekly

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STReport, with its policy of not accepting any input relative to content from paid advertisers, has over the years, developed the reputation of "saying it like it is." When it comes to our editorials, product evaluations, reviews and over-views, we shall always keep our readers interests first and foremost. With the user in mind, STReport further pledges to maintain the reader confidence that has been developed over the years and to continue "living up to such". All we ask is that our readers make certain the manufacturers, publishers etc., know exactly where the information about their products appeared. In closing, we shall arduously endeavor to meet and further develop the high standards of straight forwardness our readers have come to expect in each and every issue.

The Publisher, Staff & Editors

From the Editor's Desk...

Whadda ya know!! I'm saying that again this week! Newt is GONE! I hope he stops or at least recommends that his heavily instigated impeachment action and proceedings be limited in both scope and depth. This business of trying to lynch the President is shameful and can do nothing to enhance the image of this country. This country's image was whacked a long time ago. In fact, it began at about the time we elected an ACTOR as President. Sure, sure I know he was governor of California first, and got his "experience" at that time. That is, if you wish to call it experience. Reagan was an charismatic old bird but as far as a leader of the greatest nation the world has ever known, well, that's a horse of another color.

The world watched as we elected Ronnie and his lackluster Veep. The oh, so powerful (ex CIA boss) George H. Bush.

Time has proven that world respect for the USA was immediately on the decline and I might add, has been ever since. From the Carter/Reagan Iran Hostages Deal, the Iran Contra and Ollie North shame to George Bush with all his brute force (Grenada, Panama and Iraq) left many other nations with the impression of the USA being a bully of a nation that had gone back to "Gunboat Diplomacy". Matter of fact, if one looks back over the last twenty years, that's exactly what its been, Gunboat Diplomacy. Oh well, supposedly, we are embarking on a new course of action in the halls of Washington D. C.. Time will tell all. Best of all, The leader of the goofy "Republican Revolution" is a has been, labeled a "Loser" by Newsweek magazine. Couldn't have said it better myself.

Now, someone has to step on Starr and treat him like the cockroach he is. In the "case" against Wes Hubbell.... Starr is USING the law to blackmail, coerce or otherwise exert undo duress upon US Citizens in an attempt to have them bear witness against Bill and Hillary Clinton. Starr has to be "enlightened". This fever pitched zealousness on his part is far too much. Enough is enough already!! He is disgracing the Republican Party, the entire country and our Constitution. Starr has everyone guilty and is forcing them to prove themselves innocent. What's wrong with this Ken "Da Judge" Starr picture? Is Henry Hyde really going for the Impeachment of Clinton or, is it now Starr? Time will tell.

Be sure to visit our new "Collectibles" page at the STReport WebSite. If any of you care to list something.. let us know. Another year is almost gone. I still get a big kick outta doing this magazine. By the way, if any of you know of anyone seeking to advertise on the 'Net, send 'em to us. We are very reasonable.! STR has over sixty pages on the 'Net where we can banner them.

This going to be our twelfth year. Twelve years, week after week of trying to bring you the best and the worst of what's going on out there. Of course I put a slant on some of it but then, what reporter doesn't. We have however, through the years tried to bring you the real thing, nothing watered down and certainly nothing sugar coated. I might add our staff has done the very same thing in their articles with every issue. In fact, there has been times when it was easy to realize what they had to say really came from the heart. I guess that is what keeps STReport thriving.

Ralph

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Weekly Happenings in the Computer World
Compiled by: Dana P. Jacobson

Microsoft Case Could Move To High Court Quickly

An obscure law could move the Microsoft antitrust case to the Supreme Court quickly, possibly as soon as the fall of 1999.

Any U.S. District Court judge who hears an antitrust case has the power under federal law to short circuit the case, potentially cutting out the U.S. Court of Appeals, if the matter is of 'general public importance in the administration of justice.'

The Microsoft Corp. went on trial beginning last month in a federal court on allegations by the Justice Department and 20 states that the software giant violated the nation's antitrust laws. They charge Microsoft competed unfairly against Netscape Communications Corp. in the market for Internet browsers.

The case is expected to last beyond the first of the year. If Microsoft is

found to have violated antitrust law, a hearing to determine remedies could take months longer.

After that, either side could ask Judge Thomas Penfield Jackson to certify the case to the Supreme Court, which would have the option of hearing it on the expedited basis or sending it back for ordinary consideration.

Until now, experts had expected the case to reach the high court in 2000 at the earliest. But Jackson would have good reason to send the case directly to the high court, an expert said.

''The obvious reason would be that the market is changing quickly in high tech and that relief is meaningful only if given immediately,'' said Eleanor Fox, a law professor at New York University. She said that Jackson ''from the beginning made it clear that he did not want this case to be an IBM case procedurally....''

IBM was in an antitrust case that lasted more than a decade and was finally dropped by the government because it finally became irrelevant.

The government has won twice in Jackson's court, only to be reversed by the U.S. Court of Appeals, another reason why it might wish to see the case move directly to the high court.

Gates Blasts U.S. Case Against Microsoft

Microsoft Corp. Chairman Bill Gates lashed out at the government's antitrust case against the software giant, charging that it was driven chiefly by the company's competitors.

''The more we see of the case, the more clear it is that there's an effort here to advance the interests of a handful of competitors over the interests of the public and the economy,'' Gates said at the company's annual shareholders' meeting here.

Gates accused government lawyers of having ''private breakfast meetings and private dinners on an ongoing basis'' with executives of Microsoft competitors during the trial now unfolding in a federal court in Washington.

In his first major public appearance since his videotaped testimony was played in the courtroom, Gates also vigorously denied accusations that the company attempted to ''sabotage'' Apple Computer Inc. multimedia software.

''That's simply untrue,'' he said, in response to a shareholder's question. ''We've never done anything of that kind, and it's outrageous that anyone would make that claim.''

Last week and in prior written testimony, Apple Senior Vice President Avadis Tevanian accused Microsoft of purposely creating problems for Apple's QuickTime multimedia software for playing audio and video.

The Justice Department and 20 states have charged that Microsoft violated the nation's antitrust laws in trying to protect a monopoly in the operating system for personal software and by competing unfairly against Netscape Communications Corp. in the market for Internet browsers.

The court was to be out of session Wednesday for the U.S. Veteran's Day holiday and does not meet on Friday. Monday will mark the start of the trial's fifth week.

Gates, speaking to a friendly crowd of about 2,000 in a convention hall, was mobbed after the company's annual meeting by people seeking his autograph.

FCC Again Denies It Has Any Desire To Tax Internet

About once a year for the past three years, word has spread that the Federal Communications Commission was about to regulate or tax the Internet, triggering a deluge of protests by people all over the country.

Trouble is, the agency has never moved to become the overseer or taxman of cyberspace and says it has no desire to do so.

It happened again last week, when an upcoming FCC decision over how local telephone carriers pay each other for exchanging traffic was widely misinterpreted as having some bearing on Internet regulation or fees. The decision is expected to be released later this month.

Some consumer groups charged the FCC's expected decision would require that per-minute charges imposed on long-distance calls be imposed on calls connecting computer users to the Internet.

With the volume of protests rising, FCC Chairman William Kennard issued a statement on Friday declaring the issue ''has NOTHING to do with consumer Internet charges.''

The agency first decided in the 1980s to exempt calls to Internet service providers from charges associated with long-distance calls and reaffirmed the policy as recently as April.

''The FCC has repeatedly stated for the past decade -- and is stating again today -- that it is NOT repealing the ISP exemption that Internet service providers from paying per-minute charges to local telephone companies,'' Kennard added, using capital letters for emphasis. ''This is one of the great enduring urban myths.''

ADL And Learning Co. Create Hate Filter

The Anti-Defamation League, which has been monitoring hate groups for 85 years, has teamed up with educational software maker The Learning Co. to create a filter that screens out hate sites on the Internet.

Dubbed the ADL HateFilter and available from the ADL's Web site (www.adl.org), parents can install the screen on home computers and thereby keep ''bigotry and prejudice out of their homes,'' ADL National Chairman Howard Berkowitz said.

The ADL HateFilter sits atop the Learning Co.'s Cyber Patrol product, a filter that is used by both parents and teachers to block children's access to Internet sites ''containing drug information, sexual text,

nudity. Things that parents may consider inappropriate for children," a spokeswoman for Cambridge, Mass.-based software maker said.

The ADL HateFilter does not just screen hate sites, but also provides a link to obtain information about the hate groups, the Learning Co.'s Susan Getgood said.

"We've basically been doing this for 85 years, we just transferred the information to the Internet," explained ADL spokeswoman Myrna Shinbaum.

The sites filtered are those that in the ADL's judgment advocate hatred, bigotry or even violence toward Jews or other groups on the basis of their religion, race, ethnicity, sexual orientation or other immutable characteristics.

The ADL, founded in 1913, is holding its 85th annual National Commission meeting in Boston.

Online Ad Rates Falling

Although advertising on the Internet is becoming a popular promotional tool for more and more businesses, online advertising rates are going down, a new AdKnowledge survey shows.

In September, Internet advertising rates fell to their lowest level since last December, when AdKnowledge, a Palo Alto-based company that makes online advertising software, began tracking such data. The dip partly reflects a surplus of online space relative to advertiser demand, AdKnowledge said. In other words, the number of businesses advertising online is growing, but the number of Web sites that are looking for advertisers is growing faster.

Ziff-Davis Introduces New Form Of Web Advertising

SAPublisher Ziff-Davis Inc. has developed a new form of advertising on its ZDNet news site (www.zdnet.com) that would take advantage of unused white space on Internet pages.

Barry Briggs, ZDNet's vice president of advertising sales and marketing, said the Web site is offering advertisers the opportunity to place "extramercial" ads that would utilize a three-inch-wide column of unused space to the right of its pages.

Most Web sites tend to leave the column unused in order to facilitate browsing for users with low-end computers or early Web browser programs. But Briggs said ZDNet moved forward with the extramercial idea after it found that the majority of its readers had recent versions of Web browsers that would allow them to see the ads.

Despite a premium pricing of \$75 CPM, or cost per thousand, ZDNet expects the extramercials to be popular among advertisers who have been dissatisfied with the limited opportunity to present information in banner ads, which usually require users to leave the site to learn more about the ad.

The current average price of Internet advertising is about \$36 CPM.

''The big advantage is that you've got this big space to work with. In a traditional banner advertising, it's difficult to tell an effective story in such small space,'' Briggs said.

The extramercial space, which the San Francisco-based company will contract exclusively to advertisers for limited times, would allow them to present games, crossword puzzles, comic strips and even serialized stories to catch the attention of consumers.

Briggs said Compaq Computer Corp. has already signed on as the first advertiser, and ZDNet will begin placing its ads later this month.

Chris Charron, an analyst at Forrester Research, said the new format makes sense because it allows content sites to retain readers in addition to improving ad response rates for advertisers. ''For the advertiser, it makes the advertising more compelling. From the site perspective, it allows users to remain within the site and generate page views,'' he said.

Charron said he expects the new format to be introduced in other content sites within three to six months.

Corel Still Undecided on Mac WordPerfect

Corel Corp.'s self-imposed deadline to determine the fate of WordPerfect for the Mac has come and gone, and the company says it has not yet made up its mind.

In late August, Ottawa-based Corel said it might kill the Mac version of WordPerfect unless it could build a strong business plan for its continued development. The company said it would make a decision in 30 to 60 days, and it asked for user comments. Seventy-five days and thousands of e-mail comments later, Corel media relations manager Jessica Gould said company executives "continue to evaluate the product."

Gould said Corel has not made a decision on the Mac version even as the company continues work on WordPerfect for Windows and late last month announced a WordPerfect port to the Linux OS.

John Geleynse, Corel's Mac product marketing manager, said in late October that e-mail messages were arriving at the rate of approximately 250 per week, virtually all of them calling for continued Mac development as an alternative to Microsoft Word. Since then, Gould said, the e-mail stream has fallen somewhat but still comes in waves. The company established a special e-mail address for WordPerfect comments at wpmac@corel.ca, and last week Gould said responses "are being sorted and evaluated."

In the meantime, Corel announced in late October a special no-charge download version of WordPerfect 8 for Linux Personal Edition, the first in a new Linux product line that will also include a shrink-wrap version of WordPerfect 8 for Linux, a server edition and, in the future, a full suite of applications.

Corel had reported corporate losses and closed its WordPerfect engineering center in Orem, Utah, when it acknowledged that the Mac version of the

venerable word processor might be killed. Since then, however, Corel CEO Michael Cowpland said the company expects to return to profitability in short order and expects "sustainable profitability" by year-end.

Lotus Set to Release Notes 5.0 Beta 2

Lotus Development Corp. is gearing up to start round 2 of testing next week as its rolls out Notes 5.0 Beta 2 to the public.

Company officials in Cambridge, Mass., said Wednesday that Beta 2--which will be available for download from Lotus' Web site--will feature several new capabilities as well as improvements based on responses from the first beta.

The first public beta of Notes 5.0 was released in September in conjunction with versions 5.0 of the Domino Web application server and the Domino Designer development tool. Notes 5.0 Beta 2 includes:

The Headlines page, a customizable front end to Notes that enables users to determine how many frames and what type of content (such as Web pages and calendar or mail information) they want to view in one screen.

The Task Center, an "accumulation tool" for new Notes users that includes a set of buttons for accessing mail, contacts, and the Headlines page or replicating databases.

Data parsing technology from Actioneer Inc., which enables Notes users to streamline the capture of action items into, say, the Notes calendar.

Updated bookmarks and navigation design.

Improved Internet client setup based on a wizard approach.

"There is a big difference between the look and feel of the product in Beta 1 and Beta 2," said Martha Tacy, senior manager of Notes product marketing.

Tacy added that the updated user interface is designed to help reach an audience beyond just the traditional Notes and Domino users, since Notes 5.0 can also be used as an Internet client and does not require the Domino server.

The IBM subsidiary has also added support for the Macintosh platform with Beta 2. The first beta ran on Windows 95, Windows 98 and Windows NT.

Lotus may issue a third beta before it releases Version 5.0 of Notes, Domino and Domino Designer, although all three are still on target for delivery by year's end, officials said.

Notes 5.0 Beta 2 arrives as the battle for messaging seats intensifies, with the top spot switching hands yet again from Microsoft Corp. to Lotus, with the latter selling 3.4 million new seats in the third quarter.

According to Eric Arnum, publisher and editor of the Washington-based Electronic Mail you buy it because you need to have mail."

According to the EMMS, Novell Inc.'s GroupWise sold 1 million seats in the

quarter and remains No. 3 in the messaging battle.

Sun to Rev Up Browser Push

Sun Microsystems said it plans to re-enter the browser market with Java products aimed at desktop and non-PC clients. Jonathan Schwartz, director of enterprise products at Sun, made the surprising announcement during Sun's Java Software Strategy Day, where the company briefed analysts on the future direction of Java.

Schwartz said Sun wanted to enter the highly competitive browser market to provide an alternative to Microsoft's Internet Explorer. "No one under-estimates the importance of an alternative browser like Netscape on the desktop today. We share the fear of the existence of a single browser, which could turn the world into a company store where everyone is forced to pay with company money - Microsoft's," Schwartz said.

IBM to Be First Major PC Maker to Sell \$599 Machine

IBM unveiled Thursday a low-cost consumer personal computer priced at \$599, the first major personal computer-maker to offer a machine for under \$600.

International Business Machines Corp. said the low-priced computer will be in stores beginning in November. The new Aptiva E Series model D1N features a 300 megahertz speed, IBM-compatible computer chip from National Semiconductor Corp.'s Cyrix unit, a built-in 56 kilobit modem and a slim desktop design. A monitor must be purchased separately.

IBM Unveils Largest Hard Drive Ever

In honor of the 100th anniversary of magnetic recording, IBM has unveiled the largest capacity hard drive ever produced for desktop computers - capable of holding a whopping 25 gigabytes.

A byte is a unit of information for a computer, like a number, letter or punctuation mark. A gigabyte is 1 billion bytes. A hard drive that can hold 25 gigabytes can allow a computer to hold the equivalent a stack of paper more than 4,000 feet high containing double-spaced typed text.

'Home or hobbyist PC users can now access the massive storage capability formerly available only in data centers,' said Greg Puhalla, IBM's director of desktop hard disk drives.

The first hard drive, by comparison, had a memory of 5 megabytes, or 5 million bytes.

IBM announced the new drives in honor of the 100th anniversary of the Telegraphone, a primitive type of telephone answering machine invented by Danish scientist Valdemar Poulsen in 1898.

Office 2000 Beta 2 Due Wednesday

Having shipped a beta of the beta last week, Microsoft Corp. Wednesday will officially release the final version of Office 2000 Beta 2.

Microsoft expects to deliver Beta 2 to as many as 700,000 users - 10 times the number of testers in all previous Office beta releases combined, said John Duncan, product manager for Office, in Redmond, Wash. Duncan said the beta will be available under the Consumer Preview Program and the Corporate Preview Program. Both consumers and corporate users will receive Office 2000 Premium version Beta 2, which includes the Office suite, FrontPage 2000 and PhotoDraw 2000, a new business graphics application. Supporting material and online support will be included. Corporate users will also get evaluation materials and trial versions of Windows NT 4.0 Workstation and Server.

Duncan said Office 2000 is scheduled to be released to manufacturing in the first quarter of next year. He expects it to appear on retail shelves by the second quarter.

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INTERNET 2 PROJECT TARGETS INTERNET VIDEO

The Internet 2 Digital Video Network Initiative is developing software to deliver high-quality video over the Internet. Headed up by Joel Mambretti, director of the International Center for Advanced Internet Research at Northwestern University, the digital-video project is part of a larger Internet 2 program called the Internet 2 Middleware Initiative. New video technology could unleash a flood of niche broadcasting on the Web, says Mambretti. "You won't just have a history channel. You could have a Roman-history channel. You could even have an early-Roman-history channel." (Chronicle of Higher Education 6 Nov 98)

BETTING ON TUT TECHNOLOGY

High-tech companies, including Compaq, Lucent Technologies and Advanced Micro Devices, are licensing technology from tiny Tut Systems that uses telephone wires to create a household network. The technology, called "Home Run," will be built into phone-networking modems, which will sell at less than \$100 each. Other technologies, such as electrical power lines and radio waves, will undoubtedly also make inroads into the home-networking market, but Home Run has a head start -- the first modems will begin showing up on shelves in time for Christmas. "For the next three to five years, the phone line is the way to go in terms of price and functionality," says the business development manager for Lucent Microelectronics, who adds: "Wireless in the long term may be the big winner." (Wall Street Journal 6 Nov 98)

MICROSOFT TO BUILD ITS FIRST RESEARCH LAB IN ASIA

Microsoft is expanding its international reach, investing \$80 million in a new research laboratory to be located in Beijing. It plans to employ around 100 researchers over the next three years to develop more user-friendly computers and interactive software. The company already operates similar facilities in the U.S. and Great Britain. (Investor's Business Daily 6 Nov 98)

411 EVERYWHERE

Pending tariff approval, Bell Atlantic is rolling out a service that everyone will appreciate -- in early January callers will be able to dial 411, the traditional information number, and get directory information for any city in any state. Charges will be based on whether the listing is

local or long distance, but callers will not need to know the area code of the residence or business they're trying to reach -- a handy feature in the day of rapidly proliferating area codes. (Information Week 2 Nov 98)

IS THERE INTELLIGENT LIFE IN THE UNIVERSE?

With new support from Sun Microsystems, the SETI@home project is proceeding with its plans to use the idle processing power of 50,000 or more personal computers to search for signs of extraterrestrial life. A project base at the University of California-Berkeley will serve as data collections and distribution point (<http://setiathome.ssl.berkeley.edu>). (Newsbytes/USA Today 6 Nov 98)

TEENAGE CRACKERJACKS TOLD: NO MORE COMPUTERS

In a San Francisco trial of two California teenagers found guilty of hack attacks on U.S. military computers, U.S. District Judge Maxine Chesney sentenced the teenagers to three years of probation, during which they were ordered to refrain from possessing or using a computer modem, from acting as computer consultants, or having any contact with computers out of sight of "a school teacher, a librarian, an employer, or other person approved by the probation officer." What should the teenagers do instead of hacking? "The defendants will attend school and make their grades." (Reuters/San Jose Mercury News 5 Nov 98)

BUREAU OF LABOR STATISTICS TO REVIEW ITS USE OF INTERNET

Embarrassed last week by a premature posting on its Web site of market-sensitive employment data, the Labor Department's Bureau of Labor Statistics has partially closed down the site while it conducts an internal review that will take "a minimum of two weeks and likely longer." BLS commissioner Katharine G. Abraham said that the early posting was accidental and "resulted from inadequate internal control over the handling of supplemental information." (AP 6 Nov 98)

JUDGE LECTURES MICROSOFT LAWYER

In the Microsoft antitrust trial, U.S. District Judge Thomas Penfield Jackson expressed his irritation with Microsoft attorney Theodore Edelman during the cross-examination of Apple executive Avadis Tevanian Jr. Jackson lectured Edelman: "You keep mischaracterizing what he's told you. He said this was not a proposal. This was a pre-decisional communication by two Apple engineers, which was explicitly rejected by Mr. Tevanian and others as a proposal. To me it's misleading language and it's not acceptable." A few hours later the Judge Jackson again sided against Edelman when he asked the judge if Tevanian could be directed to study a document over the weekend. Judge Jackson: "It's entirely up to Dr. Tevanian. He may have other things to do." Tevanian: "I do." Judge Jackson to Mr. Edelman: "I think you better go on to another subject." (Washington Post 6 Nov 98)

ANDREESSEN INVESTS IN "THE BROWSER FOR TV"

Netscape co-founder Marc Andreessen is becoming an investor in and board member of a Palo Alto, Calif., company called Replay Networks Inc., which is one of two companies developing a new digital technology to replace the traditional home videocassette recorder. (The other company is Tivo Inc., in Sunnyvale, CA.) The new Replay TV system, scheduled to ship in December for under \$500, will include an interactive programming guide, and will allow the viewer to do things such as this: automatically record all

programs that meet a specific criterion (e.g., all Yankee baseball games or all movies featuring Danny DeVito); intelligently skip all commercials; and record an entire program that is already in progress, by going back to the part that was missed. Andreessen says: "ReplayTV will do for TV what the browser did for the Internet. It's the browser for TV." (New York Times 9 Nov 98)

BILL'S ADVICE TO INTEL WAS: STICK TO HARDWARE

In a videotaped deposition for the Microsoft antitrust trial, Microsoft chief executive Bill Gates said that his company warned Intel that it was producing "low quality" software and suggested it stick to building hardware and leave software development to Microsoft. "I suggested that it wasn't helpful to any of their goals or our goals to have software that had incompatibilities and was low quality and broke." (San Jose Mercury News 9 Nov 98)

SLOAN TARGETS DISTANCE LEARNING

Over the past five years, the Alfred P. Sloan Foundation's Asynchronous Learning Network has made grants totaling nearly \$27 million to institutions involved in distance-education programs, including Pennsylvania State University's World Campus, the online program of the University of Illinois, the Western Governors University and the California Virtual University. Sloan also funds smaller scale projects, such as a nursing program at Northwest Technical, as well as an online scholarly journal and news magazine devoted to asynchronous learning. "Our goal is to keep pressing for a world in which anyone can learn at any time," says A. Frank Mayadas, who directs the asynchronous-learning program. The program favors proposals that create "networks" of learners and faculty members via e-mail, and is distinctive in its focus on asynchronous learning rather than content. "A lot of the interest remains misguided," says Mayadas. "'Neat stuff' on the Web isn't enough. Show me how the students will interact and learn." (Chronicle of Higher Education 13 Nov 98)

BROADCOM UNVEILS INTERACTIVE TV CHIP

Broadcom Corp. has debuted a single graphics chip capable of integrating high-resolution digital images, graphics and broadcast video. Industry observers say that by packing the circuitry needed for Web-page and television viewing together on one chip, Broadcom is expected to cut dramatically the cost of home equipment needed for interactive TV. "Today, one of the major problems is that the images look really bad, and until now, you couldn't have a broadcast and a Web page together on the same screen," says a principal analyst with Cahners In-State Group. "This Broadcom chip lets you do that with one chip, not several." (Los Angeles Times 9 Nov 98)

NETSCAPE LAUNCHES ELECTRONIC BILLING SOFTWARE

Netscape's new BillerXpert software provides businesses with a product that enables them to invoice customers over the Internet. BillerXpert, which sells for \$250,000, is targeted toward utilities and other large operations that could benefit from alternative billing methods. "Traditionally, companies have viewed billing as a nonstrategic cost center," said Netscape in promotional material for the new product. "Companies today are starting to see Internet billing as a strategic opportunity to strengthen customer relationships and develop new revenue streams." (Reuters 9 Nov 98)

MICROSOFT GOES AFTER THAI SOFTWARE PIRATES

Microsoft is offering large cash rewards (to a maximum of US \$6,850) for persons in Thailand who call a 24-hour hotline and identify sellers of pirated software. The company believes that more than eight out of 10 Thai businesses use illegal software. A Microsoft corporate attorney says, "We were making some progress in the last two years but I think when the currency crisis hit we were pushed back a couple of years in terms of the amount of assistance that we were receiving from the police. These shops are not little mom-and-pop shops trying to eke out a living. They are by and large the fronts of very large syndicates that are involved in a lot of different criminal activities and software piracy is just one of those activities." (San Jose Mercury News 9 Nov 98)

MATSUSHITA, PHILIPS OFFER DTV-FOR-PC TECHNOLOGY

Matsushita Electric Industrial Co. and Philips Electronics say they will sell circuit cards that enable personal computers to receive digital-TV signals. Matsushita's Panasonic unit has been working with Compaq Computer to design its DTV accessory for PCs, and Compaq says it will offer the card as an option to consumers early next year. The computer company says it won't make the card standard on its PCs until digital broadcasting becomes more popular. Meanwhile, Philips Semiconductors' product says it has developed a design for the cards that it plans to license to others for manufacturing and marketing. By assigning most of the DTV signal decoding duties to the PC's microprocessor, the Philips design uses fewer chips and will cost less than the Panasonic model. (Wall Street Journal 10 Nov 98)

IBM DELIVERS BETTER CUSTOMER SERVICE

IBM's newly unified customer services software business, dubbed Corepoint Technologies, is focusing its efforts on improving customer service through six different product lines. The products in the Universal Access line, for instance, link in-person counter service with phone operators and Web services to provide a comprehensive record on a specific customer's interaction with the company. Gartner Group estimates the market for customer relationship-management software will grow at a compound rate of 44% through 2002, as companies strive to differentiate themselves through improved customer relations. (Reuters 9 Nov 98)

COMPAQ TO SELL DIRECTLY TO CUSTOMERS

Compaq, the largest manufacturer of personal computers, has decided to sell its machines directly to customers by phone and by the Internet. This will be in addition to sales through its existing network of dealers, some of whom are angry at the development. The move is intended to protect Compaq's market share from direct-sellers Dell and Gateway. Industry analyst Robert Anastasi of Robinson Humphrey says it is the right thing for the company to do. "Compaq has no choice but to do something. Dell has been so successful it has conditioned customers to ask to buy direct. You can only say no for so long." But Tony Amico of International Data cautions that a hybrid model of direct and dealer sales is a dangerous one: "You cannot be all things to all people in all places in all industries." (San Jose Mercury News 11 Nov 98)

MICROSOFT SUGGESTS THAT INTEL TRIED TO "PUNISH" RIVALS

In the Microsoft antitrust suit, a Microsoft attorney suggested that Intel strong-armed its customers and withheld technology from rivals it wanted

to "punish." But Intel vice president Steven McGeady denied the charges, and said only that Intel had simply "caved in to pressure from Microsoft." At one point he chided the Microsoft lawyer for "using a term of art in computer science which I'm not sure you understand." (Washington Post 11 Nov 98)

FILTERING HATE

The Anti-Defamation League, a nonprofit human rights organization, is marketing Internet filter software that screens out sites devoted to anti-Semitism, racism, homophobia and other forms of bigotry. If a user attempts to call up a site with objectionable content, the software displays a page that says "Hate Zone. Access Restricted." The filter is based on technology developed by Cyber Patrol, and sells for \$29.95 for the first three months, and \$29.95 for each year thereafter. A spokeswoman for the Anti-Defamation League says the price is intended to offset the costs of development and maintaining the filter, not to generate a profit. (New York Times 12 Nov 98)

PUBLIC COLLEGES MUST DISCLOSE Y2K PROBLEMS

A notice announced in a technical bulletin by the Government Accounting Standards Board requires most public colleges and universities to begin disclosing how they are handling any Year 2000 problems that may affect their campuses. Board officials say the requirement applies to any public university or college that reports financial information to a city or state, as well as any private college that has issued bonds, under the Securities and Exchange Commission's guidelines. Schools need to report what they've spent on upgrading systems, what could happen if the problem is not fixed, and how they've handled the problem so far. "I think that most governments and universities have already done an assessment and are in the process of fixing most issues," says a project manager for the accounting board. "Now they need to make sure they have a report." (Chronicle of Higher Education 13 Nov 98)

MICROSOFT TEAMS WITH QUALCOMM FOR WIRELESS E-MAIL

Microsoft and Qualcomm Inc. are starting a new company called Wireless Knowledge, which will focus on providing wireless data services to carriers, enabling them to offer customers seamless e-mail, Internet access and other computing functions via wireless phones and other handheld devices. Nine major wireless operators, including AT&T Wireless, Sprint PCS, AirTouch communications and GTE Wireless, are involved in the effort, and some will begin testing the services as early as next month. The deal gives Microsoft a foothold in a rapidly developing industry and improves the position of its Windows CE software, which is used on many handheld computing devices. "There were more wireless phones sold last year than PCs, and where is Microsoft in all this? It doesn't exist," says the research director for network at the Gartner Group. "Wireless data is still a wide-open space, and Microsoft realizes it's behind." (Los Angeles Times 11 Nov 98)

POLLUTION-MONITORING IN FORD VEHICLES BEING INVESTIGATED

The federal Environmental Protection Agency and the California Air Resources Board are investigating whether computers on Ford vehicles sold since 1995 are failing to detect pollution problems (such as misfires and gas vapor leaks) and then to illuminate "check engine" lights to indicate that the car needs servicing. At least two other foreign car manufacturers are said to be under investigation for similar computer

problems. (USA Today 11 Nov 98)

SEGA LOSING SLEEP OVER DREAMCAST

Sega's having serious production problems with its new Dreamcast console, and will only be able to deliver 50% of its original target number for sales the month and during the all-important holiday season. Full production will not be possible until February, says president Shoichiro Irimajiri. The game console, which is powered by a 128-bit chip, is critical to Sega's survival after its previous-generation product, the Sega Saturn, lost out big to Sony Playstation and Nintendo 64. For the past five months, Sega has been priming Japanese consumers with ads that show children telling senior Sega officials: "Sega sucks. We prefer the Playstation," with the implied point being that Sega officials have heard the message and responded. Mr. Irimajiri says: "Sega may have sucked in the past. But Dreamcast outperforms everything on the market." Sega Dreamcast will be available in the U.S. and Europe next year. (Financial Times 11 Nov 98)

LESSON BEING LEARNED FROM MICROSOFT TRIAL: E-MAIL CAN HURT

With old e-mail messages playing an important role in the charges and countercharges being leveled in the Microsoft antitrust case, organizations are busy reminding their employees to think before they type (and then always clean up after themselves). One example is the Amazon.com company, which created an event called "Sweep and Keep" to reward employees for purging e-mail messages no longer required for business or legal reasons. This "documentation retention" policy [Orwell, where are you?] was followed by a "documentation creation" policy that said: "Quite simply put, there are some communications that should not be expressed in written form." (New York Times 11 Nov 98)

NEW!

Bits & Bytes

by R. F. Mariano

Marine Fish Kill Hotline 1-800-636-0511

Basic Recreational Saltwater Fishing Regulations

Because local regulations governing the taking of saltwater products may exist, you should contact the Florida Marine Patrol (FMP) Field Office nearest the location where you will be engaging in these fishing activities. This is a brief summary of regulations governing the taking of saltwater species in Florida for personal use. It is not intended or designed to provide specific information on commercial harvesting of these species. The failure to include complete laws, rules and regulations in this summary does not relieve persons from abiding by those laws, rules or regulations. All measurements will be considered total length unless otherwise specified. Total length definition shall apply to the particular species being measured. Definition of total length varies from species to

species.

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+-----+
|Table of information on species of fish and |
|catch limits much too long and involved for |
|inclusion in the ASCII version of the       |
|magazine. The HTML version can be found at: |
|http://www.streport.com/files/strhtm/111398/ |
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From DEP "Fishing Lines" 4/98

Saltwater Fishing in Florida...
What you Must Know Before You Go

This article is for all anglers. It contains the do's and don'ts of fishing along Florida's coastline and from off its shorelines. It explains who needs and who does not need a fishing license, and it tells what fish - and how many may be taken home. Saltwater Fishing licenses are sold at all county tax collectors' offices and at many bait-and-tackle shops. Licenses may also be obtained over the telephone by dialing Toll Free, 1-888-347-4356.

The cost differs for residents and nonresidents.

The law says anyone who takes, attempts to take, or possesses marine fish for noncommercial purposes must have a saltwater fishing license.

Florida Residents

When applying for a saltwater fishing license, you are considered to be a Florida Resident if you are:

- * any person who has resided in this state for six continuous months prior to the issuance of a license and who has an intent to continue to reside in Florida as their primary residence.
- * any member of the U.S. Armed Forces who is stationed in this state (includes spouse and dependent children residing in household).

Florida residents may buy a lifetime saltwater fishing license or a lifetime sportsman license. Holders of lifetime saltwater fishing licenses may fish in saltwater as long as they live and will pay no additional fees. The license fee includes the taking of snook or crawfish - which would otherwise require a separate fee. A lifetime sportsman license allows holders to fish in fresh water or salt water and to hunt in Florida. Both of these licenses require holders to obey fishing or hunting laws in effect at any given time. Costs for the four types of licenses:

Florida Resident Licenses *
Ten-Day License \$ 10.00
One-Year License \$ 12.00
Five-Year License ** . \$60.00

Lifetime Saltwater Fishing License

Age: 0-4 \$ 125.00

Age: 5-12 \$225.00

Age: 13-64 \$ 300.00

Age: 65 or older Free

Lifetime Sportsman License

Age: 0-4 \$ 400.00

Age: 5-12 \$700.00

Age: 13-63 . . . \$1,000.00

Age: 64 or older \$ 12.00

Non-Resident Licenses *

Three-Day License \$ 5.00

Seven-Day License \$ 15.00

One-Year License \$ 30.00

* Service charge and Snook and Crawfish permits not included

** Purchased only at county tax collectors office and does not include
snook or crawfish permits.

Tax collectors and the bait-and-tackle shops that act as their agents will
assess an additional service charge of \$1.50 or \$2.00 per license. *

From DEP "Fishing Lines" 1/98 You Do Not Need a License If You Are:

- * A Florida resident fishing from land or a structure fixed to the land
- a pier, bridge, dock, floating dock, jetty or similar structure -
but not from a boat.
- * A Florida resident who is 65 years old or older.
- * A Florida resident who is a member of the U.S. Armed Forces, who is
not stationed in this state, while on leave for 30 days or less, upon
submission of orders. This does not include family members.
- * A Florida resident who is fishing for saltwater fish in fresh water
from land or from a structure fixed to the land.
- * Under 16 years of age.
- * Fishing from a boat that has a valid recreational vessel saltwater
fishing license.
- * A non-resident fishing from a pier that has a valid pier saltwater
fishing license.
- * A holder of a valid commercial saltwater products license. (Only one
person fishing under a vessel saltwater license may claim the
exemption on the vessel for which the saltwater product license is
registered.)
- * Any person who has been accepted as a client for development services
by HRS (Florida Dept. of Health and Rehabilitative Services) or any
licensed provider of services through contract with HRS, where such
service involves the need, normally, for possession of saltwater
fishing license and such service is provided as part of a
court-decided rehabilitation program involving training in Florida's

aquatic resources.

- * A Florida resident who is certified permanently and totally disabled may obtain a "disabled persons certificate" which allows them to fish in both saltwater and freshwater at no charge from a county tax collector.

Other Saltwater Fishing Fees

Vessel licenses are required for all vessels that charge a fee to take passengers out to catch marine fish.

Eleven or more customers...\$800.00
Five to Ten Customers.....\$400.00
Four or fewer customers.....\$200.00

Optional fees include the annual Recreational Vessel fee (\$2,000.00) for not-for-hire pleasure craft and the annual Pier license, (\$500.00) for piers that charge an access fee.

Additional Privilege Permits:

Snook Permit \$ 2.00
Crawfish Permit \$ 2.00

If you are not required to buy a license, you are not required to buy permits.

The money collected from saltwater fishing licenses is used to improve and restore fish habitat and for marine fisheries research, law enforcement, and public education on marine resources.

From DEP "Fishing Lines" 1/98

Diving, Snorkeling, and Spearfishing

Diving, snorkeling, and spearfishing are some of the most enjoyable ways we use Florida crystal-clear waters. Spearfishing is popular in all of Florida's ocean and Gulf waters, but it is especially popular in the southern half of the state and in the coral reefs of the Florida Keys. If you are diving or snorkeling - whether you are spearfishing or not - you must display the Diver Down flag to show boaters that you are in the area. Boaters should use extreme caution around Diver Down flags, and divers should be careful when they surface as well.

In an effort to simplify existing spearfishing regulations, the Marine Fisheries Commission has modified Chapter 46-44, F.A.C., "Spearfishing" to be entitled "Spearing". Spearing is now defined as "the catching or taking of a fish by bow hunting, logging, spearfishing, or any device used to capture a fish by piercing its body. Spearing does not include the catching or taking of a fish by a hook with hook and line gear or by snagging (snatch hooking)". The use of powerheads, bangsticks, and rebreathers remains prohibited. The following is a list of species which are prohibited for harvest by spearing. Any other species not listed which are managed by the Commission, and those not managed by the Commission are allowed to be harvested by spearing.

- Billfish
- Bonefish
- Nassau Grouper
- Pompano -- Spotted Eagle Ray
- Tarpon
- Spotted Seatrout
- African Pompano -- Sturgeon
- Jewfish
- Red Drum
- Permit -- Manta Ray
- Snook
- Weakfish
- Tripletail
- Sharks

* Families of ornamental reef fish (surgeonfish, trumpeffish, angelfish, butterflyfish, porcupinefish, cornetfish, squirreelfish, trunkfish, damselfish, parrotfish, pipefish, seahorse, puffers)

You May NOT Spear:

Within 100 yards of a public swimming beach, any commercial or public fishing pier, or any part of a bridge from which public fishing is allowed.

Within 100 feet of any part of a jetty that is above the surface of the sea - except for the last 500 yards of a jetty that extends more than 1,500 yards from the shoreline.

In Collier County and in Monroe County from Long Key north to the Dade County line.

For any fish for which spearing is expressly prohibited by law.

In any body of water under the jurisdiction of the DEP's Division of Recreation and Parks.

(Possession of spearfishing equipment is prohibited in these areas, unless it is unloaded and properly stored.)

Fishermen who catch and/or sell fish harvested by spearing are subject to the same rules and limitations that other fishermen in the state are required to follow.

From DEP "Fishing Lines" 1/98

Got a question relative to something....

- * We have covered or reviewed?
- * Want something reviewed?
- * Want to tell us a thing or two?

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The Linux Advocate

Column #27
November 13th, 1998
by Scott Dowdle
dowdle@icstech.net
ICQ UIN: 15509440

LOGIN:

Hello again. The ApplixWare v4.4.1 package arrived just the other day. I haven't gotten a chance to play with it that much but I have used it to import a few Office 97 documents from work (both MS Word and Excel) and it worked like a champ.

The Halloween documents (as mentioned last time) are all the rage in the industry media. They have been reported on so much, I'm sick of reading about them. What has been dubbed Halloween II was a Microsoft internal memo (about 32 pages in length if I remember correctly) that offers an analysis of the Linux Operating System. It is a very complete and favoring analysis so much so, I'd recommend it as introductory reading material for anyone interested in learning about Linux. Rather than continue with further commentary on them, I'd recommend that anyone who is interested in learning about the Halloween documents visit <http://www.opensource.org/halloween.html> and read them for yourself.

NEWS:

Item #1: Martin Luther, meet Linus Torvalds: Linux and free software challenge the Microsoft papacy - This happens to be my favorite article of the week. Salon Magazine has done it yet again. While at first this might sound like a shock value title, comparing Linus Torvalds to Martin Luther, it really isn't because the author actually builds a pretty good comparison between the two and the situations (although drastically different in nature) they both faced. Give it a read at the following URL: <http://www.salonmagazine.com/21st/feature/1998/11/12feature.html>

Item #2: Linus Torvalds: The Father Of Linux Is Now The Spiritual Leader Of A Cult That Is Growing Into A Major Religion - Please note that the preceeding headline was taken from a Computer Reseller article on TechWeb.

This is starting to sound like a religious crusade at times, huh? Am I starting to see a trend here? Nah, two articles do not a trend make. Actually, this is sort of a personality piece on Linus. You can find the article in question at the following URL:

<http://www.techweb.com/se/directlink.cgi?CRN19981109S0091>

Item #3: LinuxPower, the site - A relatively new web site has sprung up that has two wonderful interviews with some key Linux figures. The site is called LinuxPower and it can be found at <http://www.linuxpower.org> . Check out the following

interviews:

Kalle Dalheimer of KDE

http://www.linuxpower.org/display_item.phtml?id=77

Miguel de Icaza, Federico Mena, and Michael Fulbright of GNOME

http://linuxpower.org/display_item.phtml?id=78

Item #4: Linux + recycled 486PC = NC - Forbes magazine has been publishing more Linux articles. Here's one about turning what many people these days feel to be a throw-away system into a very usable system again. Check out the following URL: <http://www.forbes.com/tool/html/98/nov/1109/sidel.htm>

Bill doesn't live here anymore - Another Forbes magazine piece

<http://www.forbes.com/tool/html/98/nov/1109/feat.htm>

Item #5: Linux development discussed at Oracle OpenWorld panel - Linus was among the attendees of a recent Oracle event. As you'd expect, Linux became a topic of discussion at this event. To read a short piece about it, check out the following URL:

<http://www.linuxworld.com/linuxworld/lw-1998-11/lw-11-openworld.html>

Item #6: Retail Chain Buys Into Open-Source Linux OS - Here's another business success story using Linux. Jay Jacobs, which is a retail men's clothing store, will deploy an application suite on Linux in its 115 stores and at the company's headquarters. Their previous operating system platform was MS-DOS. Not only are they getting a better system, but they are saving over \$1,000 per site versus popular competitor products. The vast savings aren't the really determining factor though, it's the reliability and speed of Linux that made them decide to go with it. Check out the full story at the following URL:

<http://www.techweb.com/se/directlink.cgi?INW19981109S0019>

Item #7: FUD and Loathing in Redmond - Time magazine does its second story on Linux. This time they use a title that is a take off on a popular book and not so successful movie. While this is actually an article that refers to the Halloween documents (see Login: above), since it's from the pages of Time magazine, I made an exception. Check out the online version at the following URL:

http://cgi.pathfinder.com/time/magazine/1998/dom/981116/business.fud_and_loathila.html

Item #8: Are the Microsoft memos fake? - Since I was speaking about the Halloween memos, even though I said I wasn't going to... and given the fact that a lot of people have asked me if the Microsoft memos were some sort of publicity stunt, I thought I'd include an URL to an article where

ZDnet wonders the same thing. I'm not going to tell you what their conclusion was so check it out for yourself at the following URL:
<http://www.zdnet.com/zdnn/stories/news/0,4586,2161260,00.html>

Item #9: Mexican Schools Embrace Linux - Remember the news item from a recent LA about the future 140,000 Mexican Linux boxes? Well, Wired wrote a piece on the story this past week. Check out their coverage at the following URL: <http://www.wired.com/news/news/technology/story/16107.html>

Item #10: Microsoft Responds to Internal Memo Regarding the Open Source Model and Linux - Oh, no... not another Halloween document reference. Sorry guys and gals but I would be remiss in not including Microsoft's official response to the Halloween documents. When I checked out the page, the link to "Open Source" was broken. It was supposed to be "www.opensource.org" but Microsoft's page had it set to "www.opensouce.org". It's just a mistake I'm sure, but what a mistake. This will surely be fixed by the time anyone reads their response as a result of the link provided below.
<http://www.microsoft.com/ntserver/highlights/editorletter.asp>

Item #11: Microsoft pondering legal challenge to Linux - Several references to patent legal issues in the Halloween documents (oh no, not again) have some speculating that Microsoft might drag some Linux developers into court just to tie them up for a while. I doubt this will ever happen, I mean, Microsoft would never go that low would they? Hmm, that sounds like a rhetorical question. Read for yourself the following URL: <http://www.cnn.com/TECH/computing/9811/06/linux.threat.idg>

Item #12: Yes, we really do want to use Free Software - Here's a great story about someone who tried to spread FUD and it didn't work... for a big customer. Read it for yourself at the following URL:
<http://linuxtoday.net/stories/809.html>

SPOTLIGHT: An Informal Survey of Sorts

I've been inside the Linux community for too long. "Too long for what? You might ask. Well, since it is becoming increasingly harder for me to anticipate the attitudes and feelings of non-Linux users, the very people I'm am reaching out to with the column, I thought it worthwhile to write-up a set of questions and have a friend of mine in Georgia, named Charlotte, to answer them. She did a very nice job although the answers might seem more on the personal side. While I didn't exactly put much thought into the questions, I do think they offer a somewhat reasonable line of inquiry.

It should be noted that I'm not a marketer... heck, I don't even know how to spell it, see? I'm not into sales either, but I might find it beneficial if some of you readers out there, who aren't using Linux, answered the questions and emailed them to me. Thanks for answering the questions Charlotte!

Where did you first hear of Linux?

I first became aware of Linux from conversations I heard and had in online chat.

What was your initial response the idea of Linux being an alternative to

Microsoft Windows?

Never having owned a computer nor even being exposed to one until I bought one, I told them I never knew there was anything but Windows until I heard about Linux and have since been reading and trying to learn about it.

What things do you not like about Windows?

I hate the blue screens and the error messages and trying to use programs and the illegal operation junk. I hate not knowing what causes them or even how to correct them. I hate having to reinstall when it crashes and you can't recover it. I hate trying to use a program and have so much unnecessary junk in them. I hate trying to use the help in windows.....if you are lucky and find what seems to be an answer.....when you try it you find it's not even close.

What have you learned about Linux since you first heard about it?

Once I got past the free concept, which was difficult to understand... I have learned that it seems to be a very good option/opportunity other than windows. I have learned that while the programs etc. maybe be free and open, that Linux can be learned and used, even if windows is all you know. I have learned that I don't ask some of the so called "hackers" or users of Linux questions because I have been laughed at....called a windows freak.....and generally scorned and made to feel like I am a sub species not worthy of the great Linux use or why I even thought I could learn from the so mighty and "Godly" Linux users.

Have you ever attempted to install Linux on your own machine and if so, how did the process go?

I have a Red Hat CD and bought the handbookbut have not gotten to the actual installation. I haven't because I, unlike a lot of people, have (oh horrors) only one computer. When I was reading about installing the Linux and it told me that I could wipe out my hard drive, I decided that windows was enough crashing and I did not attempt the Linux.

Would you prefer a pre-installed Linux system over having to install it yourself?

I don't have a preference for pre-installed, but what I would like is if I create a separate space on my computer to be able to install Linux without having to buy more books and without having to have pre knowledge of so much. I am "put off" by some of the Linux users assumption that we are all born with this all knowing insight into computers and that if we don't have it then understanding or trying to learn it is way too much for a lowly one. I would like to be able to install it myself and learn how to use it. I am the type person that I can read and follow instructions if they are not written in the language of the powers that be.....geeks.....not all of course but the majority that I have met. I learn by doing and would like to have the opportunity to install and learn Linux. If Linux had been pre-installed I would not be here, nor would I be as I am so constantly called "an outsider" !

What are your feelings on command line interface?

I don't have a problem with using command lines. They can be more useful than the "point and click" at times.

Are you interested learning how to more effectively use the CLI?

Yes, I would like to learn more about commands, but again don't just give me a command... tell me why or what it does and what it's for. Even you (Dowdle) spit out these command lines like they are common knowledge and never pause to even consider that I have no idea what you are talking about. This outsider knows some commands but not having an environment that requires them I don't know that many past the very basic ones.

Does having to learn a new operating system platform discourage you or encourage you from using it?

It encourages me. I am seeking knowledge. I want to learn. That is why I have read from the many articles that you do so generously supply :). I am trying to learn. In other discussions I have had with you, I have tried to explain.....I can't speak for others only myself, but I am willing and eager to be taught, but talk to me on my level.....don't assume that I know as much as you do and come across as some geek spouting technical terms. On the other hand don't assume that I am a "dumb windows freak" and be condescending and ridicule me.

What features of Linux (that you may have only heard of) do you like over Windows?

I like the less ridged structure. The seeming ability to change and make things work to suit my needs. I like what seems to be not being confined to a program that only allows you to do exactly this and no more. I like the idea of a almost bugfree and non crashing idea. I also like the seemingly faster use without a lot of fuss and frills.

What good things have you noticed about the members of the Linux community you have met thus far?

You aside, because to say that you are a Linux advocate is like saying someone is a little bit pregnant. I have met some that I admire the pride they have about using Linux. Besides you, I have met one that was patient and answered my many questions, and taught me without the condescending attitude and when I learned I felt some of that pride. I see the sense of accomplishment that some of the members have as well they should. On the whole of the ones I have met, they are excited about Linux and want to see it used by all.

What not so good things have you noticed about the members of the Linux community that you have met thus far?

Condescending, Holier than Thou attitudes! I do not like being scorned and ridiculed as a windows freak simply because I do not have the knowledge they do. Questions are meant as a learning tool.....do not laugh at me and tell me it's pointless to tell me because I would never understand. I have noticed some spout about all the attributes and good things about Linux, but when one such as myself tries to ask and learn, it's like I am a lowly undeserving pittance to the great and all knowing God's of Linux. Word of mouth is the best advertisement, and having run up on this attitude on more than one occasion could discourage some of us would be learners and users of Linux.

Politically, which do you think is more important, the fact that Linux is free of charge or that it is intellectually free with the source code

available?

Politically, I would have to say intellectually freebecause it gives me the freedom and opportunity to learn and have things that I can do that fits my needswhat I use and do is entirely different from others and to me this would be the greatest importance.

Are you interested in learning programming and if so, any languages in particular?

I have been reading and beginning to try and learn PERL.

What is your perception of the amount and variety of software that ships with a typical Linux distribution vs. what ships with Windows 95/98?

I think Linux offers more that I can use without filling my hard drive up with useless stuff that I may never even bother opening.

What types of applications interest you most?

Graphics, office, email, mirc, to name a few.

If a piece of software requires reading documentation and fiddling with text based config files via a text editor to set up rather than having a built-in, GUI based configuration and settings, would you be interested in giving it a try? Or would you avoid it and see it as too unfriendly?

I would be interested in trying. Not having pictures to look at doesn't bother me as long as the instructions are written in a way that I can understand them without becoming frustrated and aggravated.

Does having both CLI and GUI based user interfaces in the same operating system seem sloppy to you, or do you like having many ways to do something?

I like the idea, I don't think it's sloppy. It gives you alternativesthat goes back to the freedom of Linux that I have read about.....use of bothconfined to neither.

Do you think Linux should be adjusted to meet the needs and desires of non-technical users? If so, what benefits would that offer?

I don't think Linux should be adjusted, but do think the way it is presented to us non-users should be. Give us a viable alternative to windows, make learning "user friendly" don't change Linux.....change from the "geek" format of presentation.

What comments, not directly related to answering any of the above questions would you like to make?

I would like to say that as with everything I realize not all are the same and that while some Linux users are willing and eager to help, unfortunately I have met more that are not. I don't wish for anyone to misunderstand and think that I am bashing Linux or windows. If I ever get Linux installed and learn I don't say that it will ever be my only system. There are things that I will use windows for and that is what I would like to see, the opportunity to use and have both without this "war like" attitude that seems to exist now between some Linux users and Windows users. Linux is based on freedom so give me the freedom, don't try to enlist me in the war.

What questions do you have for me?

Is there a book that is written in language that I can understand, about Linux and it's installation and setup? Is using Linux on my present system with windows possible? Why can't I use both without having to choose one or the other? Since I am not willing to give up entirely what I know a little about (Windows) for something completely unknown (Linux) is there some way that I can use both without destroying what I already have?

LOGOUT:

I recently acquired a Sun Microsystems SPARCstation ELC system. It was designed and sold originally around 1991. The ELC was primarily designed to be a diskless workstation although the system I got hold of has two SCSI hard drives, a CD-ROM, and a tape backup unit all as external devices. The motherboard for the ELC just happens to be housed vertically in the back side of the 17", paper white, monochrome monitor. I guess you could say that network computers were around a long time before someone coined that phrase... and it was Sun who came up with the slogan, "The network is the computer." I have sketched out some plans on what to do with the system but I haven't decided on my plan of action yet. It came loaded with SunOS 4.x. Linux will run on it but I'd still like to keep SunOS around so I can learn about it. I just might end up installing Linux on the second hard drive and using a boot loader but in the mean time, I think I'm going to learn about diskless workstations since someone was nice enough to create an Xterminal package for it. You see, the SPARCstation can actually boot an OS and/or application over the network and I recently installed everything I need to support it on my Linux laptop. The only thing standing in my way is how to network them together, as my laptop connector is an Ethernet 10BaseT and the connector I have on the Sun is a 10Base2. I'll end up getting a hub eventually. This should be a fun thing to talk about in the column so look for it in the future.

As always, enjoy!

Scott Dowdle

Tidbits

Food for thought.....

PERU TO SEND U.S. WOMAN BACK TO NOTORIOUS JAIL

AREQUIPA, Peru (Reuters) - Convicted U.S. woman guerrilla Lori Berenson, being treated for altitude-related ailments in a Peruvian jail, will be returned to the same prison where she fell sick. Regional prison chief Raul Ibanez said Thursday Berenson, a New Yorker jailed for life in 1996 as a Marxist rebel leader, has recovered and will return to the Yanamayo maximum-security guerrilla jail "as soon as possible." Berenson's father, who visited her over the weekend, condemned the decision to return her to the prison where she spent 23 hours a day in an ice-cold cell with a hole in the floor for a toilet. Human rights groups have described conditions

at Yanamayo as inhuman.

IRAQ CRISIS NOT ENOUGH TO REVIVE WEAK OIL PRICE

LONDON (Reuters) - Sickly world oil markets are not reaping much benefit from Iraq's deepening crisis with the United Nations because global supplies are still overflowing, analysts said Thursday. They said despite modest gains in benchmark Brent crude futures this week as a standoff over weapons inspections escalated, the worst glut in a decade would ensure oil would remain in a large deficit to last year's prices. Oil Thursday was helped off the floor from near 10-year lows as the U.S. moved more warplanes into the Gulf for a possible military strike against Iraq. But dealers remained skeptical that even military action would have much impact on Iraqi oil sales under Baghdad's oil-for-food exchange with the UN.

COMPUSA SEES SALES TROUBLES

Shares of software and hardware retailer CompUSA traded lower today after the company reported a 65-percent drop in net income for the first quarter, and warned that sales in the next quarter may come under pressure. The company said it remains cautious for the second quarter of fiscal 1999, and is currently expecting "low-single digit negative" comparable store sales for the second quarter. Comparable store sales were down 1.7 percent in the first quarter.

The company said corporate sales softness, as well as lower average selling prices for products, would result in lower sales numbers for the second quarter. CompUSA stock fell more than nine percent after the earnings announcement, but recovered to end down 0.1875 to 14.8750. Shares have traded as high as 38 and as low as 10.56 over the past 52 weeks. The company said net income for the quarter fell 65 percent, yet it still managed to report results that beat consensus expectations. CompUSA earned \$8.1 million, or 9 cents per share, surpassing expectations by 2 cents, according to consensus of analysts polled by First Call. For the year-ago quarter, CompUSA's net income was \$23.5 million, or 25 cents per share.

"Although we are disappointed with our overall financial results for the first quarter of fiscal 1999, we are pleased with the improvements we have made since the fourth quarter of fiscal 1998," said CompUSA president and CEO James Halpin. CompUSA saw net sales for the first quarter of fiscal 1999 increase 17 percent to \$1.39 billion from \$1.19 billion for the comparable period ended September 27, 1997. CompUSA said its first quarter earnings per share included a loss of 5 cents from the company's acquisition of Computer City. The loss includes costs of closing Computer City's corporate headquarters, and other operating losses from Computer City stores, according to a release.

"Since we announced our acquisition of Computer City, we have worked aggressively to implement our integration strategy," said Halpin. "We are focused on completing the integration and are excited about the opportunities to improve their operating results."

COMPUTER CITY SHUTS SOME STORES

CompUSA will shut down approximately half of the Computer City outlets it bought from Tandy now that the \$211 million acquisition of its formal rival has been finalized. The location consolidation comes amid increasing competition among companies that make a living selling computers and computer components. Decreasing margins have prompted a number of these

companies to acquire competitors, close outlets and/or reduce overhead.

One retailing giant, Egghead, for instance, recently shifted its business onto the Net and shut forever all of its once ubiquitous outlets. CompUSA and Computer City were heated rivals in the computer retailing world for a number of years. In recent years, however, Computer City went through a series of mishaps and management changes which weakened it competitively. CompUSA announced that it was buying Computer City in June. Fifty of Computer City's 101 U.S. and Canadian stores will be closed after liquidating the inventory, CompUSA said. The remaining 44 U.S. Computer City stores and seven Canadian stores will continue to operate, CompUSA said, and be progressively merged into the CompUSA umbrella.

Not including the newly acquired stores, CompUSA, the nation's largest computer retailer, operates 164 stores in 73 metropolitan areas in the U.S. "We are very pleased with our acquisition of Computer City, which we believe will further CompUSA's position as the nation's premier provider of personal computer-related products and services," CompUSA CEO James Halpin said, in a statement.

About 150 positions at the Computer City corporate headquarters have been eliminated, CompUSA said. At the store level, the company said that after liquidation sales are over, CompUSA will "evaluate the remaining store staff and many employees will be offered positions." "We would like to keep as many (employees) as possible that make sense to keep those stores profitable," CompUSA executive vice president and chief operating officer Hal Compton said in a conference call with analysts. "But when you close 50 stores and you consolidate home offices and are looking for the synergies and savings that come with it, obviously there are going to be some jobs that go away."

Although the integration process will take time, CompUSA will try to quickly implement many changes before the end of November to capitalize on the holiday buying season. The CompUSA name will go up on the outside of the outlets as soon as possible. "While the total conversion of the 44 U.S. stores that will remain open may take 12 to 24 months, substantially all our business methodology and procedures will be implemented within the next 60 to 90 days," Halpin said in a conference call to analysts. The conversions include "changing the interior and exterior store signage, implementing our merchandise assortment, deploying the Apple store-within-a-store concept, and also (installing) our new entertainment area in every store," Halpin said in the conference call.

"So long, Senator Amato"

* The Clown *

The defeat of Republican Sen. Alfonse D'Amato means the departure of "Senator Pothole," one of the U.S. Senate's most colorful characters who stirred up a campaign controversy by calling his rival "a putzhead." Despite his national stature in the Republican Party and as head of the powerful Senate Banking Committee, D'Amato has been known for his gaffes, outlandish behavior and a politically incorrect sense of humor that could make constituents cringe. Using the Yiddish insult "putzhead" (penishead) to describe Democratic challenger Rep. Charles Schumer -- who defeated D'Amato in Tuesday's election in a closely watched, vicious contest -- was just the latest of D'Amato's outspoken moments. Three years ago, he wound up apologizing on the Senate floor after he used an exaggerated Japanese accent to parody O.J. Simpson trial judge Lance Ito on a radio talk show.

The conservative Republican, who earned the nickname of "Senator Pothole" for his attention to constituents' woes, also once imitated sex therapist Dr. Ruth Westheimer's distinctive Austrian accent on radio. And he showed his opposition to the 1994 crime bill, which he said was filled with pork-barrel spending, by singing a ditty on the Senate floor. To the tune of the children's rhyme "Old Macdonald had a Farm," he sang, in part: "President Clinton had a bill, E-I-E-I-O. And in that bill was lots of pork, E-I-E-I-O." Even in defeat, D'Amato kept his sense of humor. Arriving late for his concession speech in the ballroom of a Manhattan hotel on Tuesday night, he explained how he had been trapped for 25 minutes in an elevator with 10 other people, including New York City Mayor Ed Koch and newly reelected Republican Gov. George Pataki. "When they tell you you should only put six people in an elevator, listen to them," he said with a wry smile.

WS_FTP Server

The Complete Client/Server Solution

What is WS_FTP Server?

WS_FTP Server is a full-featured FTP server for Windows NT systems. WS_FTP Server lets you create an FTP site that makes files and folders on your PC available to other users. Users can connect (via the Internet) to your site, list folders and files, and (depending on permissions) download and upload folders and files. You can control user access to the site itself and to its individual folders and files. You can also create multiple FTP sites on one WS_FTP Server: each will function as a completely separate site.

What are the primary features of WS_FTP Server?

Primary features of WS_FTP Server include the following:

- * Complies with current Internet standards for file transfer protocol, so users don't have to deal with incompatibility issues when transferring data
- * Users can be drawn from the Windows NT user database, from an IMail Server database, or entered into WS_FTP Server's own user database: drawing users from existing databases expedites set up time
- * Runs as an NT service; starts up automatically
- * Remote administration allows administrators to add and remove users and adjust permissions from another workstation anywhere on the network
- * Read and write permissions can be set on shared folders on a per-user or per-group basis, which allows administrators to limit access
- * Access can be granted or denied on an IP address basis for added security, which allows administrators to limit access to users outside

their networks

- * Year 2000 compliant so that users will not have to worry about a malfunction when the year changes
- * Auto re-get feature for resuming interrupted file transfers without starting over
- * Intuitive graphical interface, which makes WS_FTP Server very easy-to-use
- * Virtual servers allow you to host several FTP sites on different domains on a single machine so an organization can offer sites that are targeted towards specific user audiences
- * Supports anonymous users for fast file distribution, and password access for secure file sharing

How can I add more users to the FTP site?

WS_FTP Server allows for an unlimited number of users for each FTP host. When you add an FTP host to the server, if you select to use the NT User Database or the IMail User Database, you will already have a list of users for the FTP host. Each user has his/her own default folder (with the same name of the User ID) where he/she can transfer files to and from. You can assign user permissions to FTP folders on this host. If you are not using one of the external databases, you can add users by using the New User wizard or the Add FTP User command line utility.

How do I use WS_FTP Server with WS_FTP Pro?

WS_FTP Server was designed to complement WS_FTP Pro: the world's most popular FTP client for Windows. WS_FTP Pro is a Windows-based file transfer client application that is used to transfer files between your local PC and a remote FTP server connected via a modem and telephone lines or by a local-area network. With WS_FTP Pro, you can connect to any remote FTP server that has an Internet address, browse through directories and files, and transfer files in either direction. In addition, you can create, change, and remove directories and view, execute, rename, or delete files. WS_FTP Pro also supports anonymous logons, which enables you to access the vast store of information on anonymous FTP sites around the world.

The combination of WS_FTP Pro and WS_FTP Server works together to let users quickly and easily download, upload, and transfer large files over the Internet.

How do I administer the server remotely?

Since WS_FTP Server allows for remote administration, network administrators can add and remove users and adjust permissions from another workstation. Simply copy the Server Manager program to another computer and you can manage your FTP server from the new workstation. This

is a convenience for network administrators who are faced with managing sites without interrupting site availability for users.

How secure is WS_FTP Server?

Because the Internet is so open, companies are increasingly concerned about the security of their networks. WS_FTP Server includes many features that companies can configure to keep their files secure.

With WS_FTP Server, permissions can be set on shared folders on a per-user or per-group basis. For added security, access can be granted or denied on an IP address basis. The addition of password access for folders provides completely secure file sharing. Security for individual users is possible by the use of WS_FTP Server's virtual folders. You can create "virtual folders" that reference or "point to" any folder on the local host or on your network. You can then grant permissions to a user or a user group for each virtual folder. (Virtual folders can be made invisible, too.)

In addition, when WS_FTP Server is used with WS_FTP Pro 6.0, password info is encrypted instead of being sent in clear text, which adds another level of security.

How do I install WS_FTP Server?

- * Make sure to have 32-bit TCP/IP protocol stack (such as the stack bundled with Windows NT. WS_FTP Server does not run on Windows 95 or 98.)
- * Insert the WS_FTP Server disk into a floppy disk drive.
- * Double-click the file ifs-rel.exe (self-extracting zip file). The first screen of the installation wizard appears.
- * Follow the on-screen installation instructions.

Where can I find more detailed information on how to use WS_FTP Server?

WS_FTP Server is currently supported by the following literature and documentation:

- * WS_FTP Server Product Summary: A short overview of WS_FTP Server's capabilities
- * WS_FTP Server User's Guide: Detailed information on how to install and use WS_FTP Server

Additional information related to WS_FTP Server and other products, including a searchable knowledge base, may be found by visiting the Ipswitch Web site (www.ipswitch.com). In addition, free evaluation software for WS_FTP Server and other Ipswitch products may be downloaded from the Ipswitch Web site.

What other products has Ipswitch developed?

In addition to WS_FTP Server, other Ipswitch products include:

- * IMail Server for Windows NT: Internet Messaging
- * WhatsUp: The Original WhatsUp Graphical Network Monitoring Tool
- * WhatsUp Gold: Enterprise Network Monitoring
- * WS_Ping ProPack: Internet Utilities
- * WS_FTP Pro: File Transfer Client for Windows
- * VT320 Telnet Terminal Emulator: For Accessing VMS and

UNIX Host Applications
Ipswitch, Inc.
81 Hartwell Avenue
Lexington, MA 02421

Phone: (781) 676-5700
Fax: (781) 676-5710
E-mail: sales@ipswitch.com
Web: <http://www.ipswitch.com>

Special Notice!! STR Infofile File format for Articles

File Format for STReport

All articles submitted to STReport for publication must be sent in the following format. Please use the format requested. Any files received that do not conform will not be used. The article must be in an importable word processor format for Word 6.0 and/or Word Perfect 7,. The margins are .05" left and 1.0" Monospaced fonts are not to be used. Please use proportional fonting only and at Twelve (12) points.

No Indenting on any paragraphs!!

No Indenting of any lines or "special gimmicks"

No underlining!

Columns shall be achieved through the use of tabs only. Or, columns in Word or Word Perfect format. Do NOT, under any circumstances, use the space bar. MS Word is Preferred.

Most of all, PLEASE! No ASCII "ART"!!

There is no limits as to size, articles may be split into two if lengthy

Actual Artwork should be in GIF, PCX, JPG, TIF, BMP, WMF file formats

Artwork (pictures, graphs, charts, etc.) should be sent along with the article separately

Please use a single font in an article. TTF Times New Roman is preferred. (VERY Strong Hint)

If there are any questions please use either E-Mail or call.

Many grateful thanks in advance for your enthusiastic co-operation and input.

Ralph F. Mariano, Editor
rmariano@streport.com
STReport International Online Magazine

STR Editor's Mail Call "...a place for the readers to be heard"

Editor's MailBag

Messages * NOT EDITED * for content

From: NewsLinx [mailto:info@newslinx.com]
Sent: Friday, November 13, 1998 6:10 PM
To: STReport International Magazine
Subject: America Online: ICQ Upgrade Not A Portal Killer!

All hype aside, the upcoming ICQ instant-messenger upgrade now being crafted at America Online Inc. is not intended to be a portal-killer, according to officials at AOL Studios. The company's AOL Studios unit, now home to the ICQ developers from Mirabilis Ltd., the Israeli software company purchased by AOL in June for \$287 million, is adding advanced search, white pages, important date reminders, home page-building tools and directories, and a greeting-card maker to the popular ICQ client software.

This will allow users to perform some of the functions of search engines and portal sites directly from the ICQ client -- saving a few steps -- but it is not intended to be a portal "in the traditional sense," said Jeanne Meyer, spokeswoman for the ICQ project. "The user can do many of the things they used to do through the Web right from the desktop with ICQ," Meyer said.

Fred Singer, chief operating officer for ICQ at AOL Studios, said that previous attempts to define ICQ haven't gotten it right. "I like to call

it a phenomenon," Singer said. "It's like rock and roll." The service is currently generating 65,000 new registrations a day -- all without AOL spending a cent on advertising for it, Singer said. And its user base has grown by about 60 percent since the AOL acquisition, he said.

Rather than trying to make ICQ fit a predetermined corporate strategy, the company hopes to let the ICQ user community define the way the service evolves, Singer said. But the upgrade is aimed mainly at the estimated 21 million ICQ users, who represent a vastly different customer base than users of the AOL.com portal and the stand-alone AOL Instant Messenger software, she said -- adding that replacing the other portals is not the point. The key difference is that the ICQ client is a desktop icon that can be activated even when the user is not connected to the Internet. ICQ, launched in 1996, grew wildly popular outside the United States in the months leading up to the AOL acquisition, and the bulk of its users are still overseas.

Even if AOL (NYSE:AOL) was looking to position the ICQ technology as a competitor to traditional portals, or to make it look more like them, it might prove a tough sell, according to analysts. "My sense is that they are trying to 'AOL-ize' the ICQ technology somewhat" by making it more user-friendly, "but they still don't want to alienate the ICQ people," said Rob Enderle, an analyst at Giga Information Group in Santa Clara, Calif.

Since many hardcore ICQ users were so angry when the AOL takeover was announced, the company understands that it has to be sensitive to user preferences as it develops the technology, said Anya Sacharow, an analyst with Jupiter Communications in New York. "ICQ is a very specific, almost renegade brand," Sacharow said, whose committed users see themselves as almost diametrically opposed to the family-oriented consumer AOL user.

"It's basically a communications tool, and by integrating search, you're giving the user a totally different and new way of searching and (Web) surfing," she said. The goal is to add more functions to the instant-messaging experience, rather than to try and duplicate the services offered by the portals, Sacharow said.

AOL officials believe the combination will give them "the best of both worlds" with ICQ making it a multifaceted, even more popular service, which will be highly attractive to advertisers, Giga's Enderle said. "Ultimately that's what it's about -- making ICQ attractive to advertisers, along with AOL.com," Enderle said. "Any attempt to merge those audiences right now wouldn't really make sense."

A beta version of the upcoming release has been making the rounds of the Internet over the past few weeks, although company officials were hoping to keep it under wraps for a bit longer, said ICQ's Meyer. "There's just been an incredible word-of-mouth demand for it," she said. The final version is expected to be unveiled within the next several weeks.

Classics & Gaming Section

Editor Dana P. Jacobson

> From the Atari Editor's Desk
"*****"

"Saying it like it is!"

Well, I'm going to be short and sweet - I've been sick all week (almost two). Finally went to the doctor yesterday just to be sure I wasn't coming down with pneumonia again. Fortunately, that's not the problem. Apparently I have a cough/cold that just won't quit. Hopefully, the prescribed medications will help knock this thing down.

Let's get on to this week's issue!

Until next time...

Welcome to your channel Atari Member Update.

1. New MyMail update
2. Subscriptions to The Atari Falcon MP3 List
3. IRC meetings for Scandinavian Atari Users

1. M Y M A I L U P D A T E

MyMail by Erik Hall is now up to v0.71.

Heres the news and bug fixes since the last version:
(info sent from him)

- Fixed problems with decoding of base64 encoded attachmens from SUN mailer.

Now its time again for a new MyMAIL version

This time it got rev nr 0.71

This time most bug fixes.

Bug fixes and new things

- Bug in unpacking was randomly cause corrupt data in depacked file.
This is now fixed.
- Rewrite of the timeout in POP, SMTP and HTTP communication
to get a litle bit faster code.
- Stack fault was causing strange results at sending of mail.
- Bad initiate of base64 encoding was causing decoding to fail randomly.
This is now done correctly.
- Bad cursor update at CTRL-left/right arrow is now fixed.
- Too small stack size was causing strange faults. this is now
increased.
- If the enviroment variable STINGDIALER is set to the sting dialers full
path
then mymail starts and terminate the dialer automatic at timerdial.
- Adding to hotlist was under some filesystems causing hotlist to be
erased.
This is now fixed.

The docs are partly updated in this version.

You can download from this address:

<http://www2.tripnet.se/~erikhall/programs/mymail.html>

You can add or remove yourself from MyMAIL mailinglist.

The add/remove page is found at:

<http://www2.tripnet.se/~erikhall/mymailupdates.html>

The mailinglist are handled by MyMAIL automaticly.

If you find any problems with MyMAIL please let me (Erik) know.

Thanks to all of you for all the help i get from you all.

Erik Hall

2. S U B S C R I B E T O T H E M P 3 L I S T

I forgot to tell you how to subscribe to The Atari Falcon MP3 List.

Do as follows:

Send a email to: nocrew-mp3-request@nocrew.org

Subject: subscribe

You can also find info and more about their MP2-app and their developments at following URLs:

<http://www.noring.org/mp2/>

Fredrik Noring:

<http://www.lysator.liu.se/~noring/DSP.html>

Tomas Berndtsson:

<http://tomas.nocrew.org/DSP/DSP-main.html>

Do something good for the Atari market, mail them and encourage them to start writing a MP3-player/decoder. The whole Internet is full of the MP3-files and this is growing popular every month. We need a player for our machines too.

3. I R C M E E T I N G S E V E R Y S U N D A Y

The following text [deleted] is in the swedish language. My hope is that every Atari interested user take some time to meet others and discuss our present and future, questions about the operating systems useable for Atari and compatible computers, application configs and tips, developments of new system software etc.

This is not only a scandinavian opportunity, download a suitable IRC-app and visit the IRC-channels #atari or the #atariswe on IRCnet. Ill and others will be there every sunday at 1900 (+1 GMT)

You can also take this opportunity and tell me what you think about my homepage, the channel Atari distribution etc and meet me virtually. ;)

Best Regards

Mille Babic

E-mail: <mailto:atari@mail.bip.net>

WWW: <http://home.bip.net/atari/>

AtariNews: On The Prowl

11/11/98

LATEST HEADLINES:

BATTLESPHERE IS ON ITS WAY

Over a month ago, AtariNews: On The Prowl stated that Hasbro was giving 4Play a hard time about getting BattleSphere encrypted. In mid-October it was confirmed, BattleSphere's encryption was approved! Now all that is left is the production and the sales of one of the most eagerly anticipated Jaguar games of all time.

<http://www.best.com/~sebab/dvidgames/dsphere/sphere.shtml>

OMC GAMES MAY BRING THE ASSASSIN TO THE JAGUAR

Recently in a press release, OMC games stated that they are now developing The Assassin for the Jaguar CD. The Assassin is an RPG that takes place in the year 2147, featuring a character named "Michael Steele" who enters the underworld to avenge his brother's death. OMC is currently planning to release this game by third or fourth quarter 1999.

<http://www.omcgames.com>

ATARI CLASSICS HIT A PC NEAR YOU!

Both Activision and Hasbro Interactive have been busy updating some of Atari's best classic games. Activision has recently released an updated version of Asteroids. This time, it's in 3D, and offers multiple versions of game play. Also, some time ago, Activision released a remade version of Atari's classic Battlezone. You can find more information about Asteroids at:

<http://www.activisin.com>

Hasbro Interactive, the current owner of Atari, has also recently released Centipede. In this new update, there are two versions of this game. The classic version is a 3/4 overhead view where it plays just like the original Atari arcade game. Then there is the completely updated version which is in first person 3D. This is part of the Atari Platinum line. The next Atari release planned by Hasbro is Missile Command sometime next year.

<http://www.atari.com>

On October 18, Clay Halliwell released issue 2.3 of Jaguar Explorer Online. In this new issue, as usual, it contains many interesting facts about the Atari Jaguar, and now the Lynx! Thanks to Carl Forhan for writing a column called "State of the Lynx."

ATARI AND VINTAGE VIDEO GAMING CONVENTION

<http://MEMBERS.xoom.com/SmearRecords/index.html>

Marshall Carter has started a petition to get more people to develop games for the Atari Jaguar. By signing this petition, you are pledging to buy any new quality releases for the Jaguar to show support to developers taking the time to write these games.

PLAY TEMPEST 2000 LIKE IT WAS MEANT TO BE PLAYED

<http://www.darkknightgames.com>

Sponsoring web sites:

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>In This Week's Gaming Section - "NFL Blitz"! Dreamcast News!  
"NBA Live"! "Twisted Metal III!"  
"NFL Quarterback Club!"  
  
And more!
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>Industry News STR Game Console NewsFile - The Latest Gaming News!
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Midway's NFL Blitz Sacks Madden 99 and Gameday 99

NFL Blitz has scored a major touchdown, leaving its competitors laid out on the gridiron.

The fast-action football video game published by Midway Home Entertainment has trounced its opponents by becoming the number-one rental for both the Nintendo 64 and PlayStation game console, according to the Video Software Dealers Association (for the week ending October 25). The rookie title has been sacking veteran players Madden 99 and Gameday 99 on the rental charts since its availability in mid-September, and rentals as well as sales skyrocketed once NFL Blitz's televised ad campaign featuring Kordell Stewart was put into heavy rotation.

''NFL Blitz's extraordinary rental performance and strong sell-through at retail show that this title -- a new property to the home market -- has gamers clamoring to play it,'' said Paula Cook, director of marketing at Midway Home Entertainment. ''NFL Blitz was a tremendous hit in the arcades and the press on the home version has been exceptional. Given all these factors, we expect NFL Blitz to enjoy impressive sales this season and look forward to growing the franchise next year.''

'We are very excited to see Midway's NFL Blitz doing so well as a first-time release against the established brands Madden and Gameday,' said Brian Woodrick, senior buyer at Blockbuster Video. 'NFL Blitz has been the number one rental for combined platforms over the past five weeks.'

Based on Midway's arcade hit, NFL Blitz is packed with everything fans love about NFL football, without the stuff to slow them down...No Refs. No Rules. No Mercy. The game boasts seven-on-seven football action with easy arcade-style controls in an "everything goes" version of the NFL. An officially licensed NFL and PLAYERS INC product, NFL Blitz features all 30 teams, comprised of seven of the best offensive and defensive players from each team. With graphically detailed tackle animations and killer artificial intelligence, NFL Blitz sets the standard for football video games.

Plug In the Zapper -- Hasbro Interactive's Centipede(R) CD-Rom Game Is Crawling onto Computer and Video Screens

Centipede for the PC is Now Available

The bugs are back and they're bad to the bone in Hasbro Interactive's Centipeder game, the legendary Atari game from the 80s that has been revived and updated for the PC and PlayStation game console.

“Centipede is perfect for people who love the classic Atari game experience, as well as for those who crave the rush of today’s 3D action games,” said Tom Dusenberry, President of Hasbro Interactive. “We

captured the best of both worlds in this great new game.''

As the tale is told, every hundred years, the QueenPede awakens and with the help of her mindful minions -- the spiders, scorpions, and fleas -- she sets out to destroy the peaceful Wee People. But the Wee People are prepared. They have built ''The Shooter,'' a custom designed bug-battling vehicle. Now all they need is a Hero to fly it, who is magically chosen by the wizards. But this time, instead of the usual Heroes, the Magic Stick somehow points to the village's lowly bean counter, Wally, who is quickly thrown into ''The Shooter'' and sent off to save the colony. Wally, an unlikely hero, can use all the help he can get in this epic battle of the bugs!

In Centipede, players choose from two ways to play -- Arcade mode or Adventure mode. Arcade mode is an update of the game as 80s fans remember it -- players attempt to zap the creepy crawlers before they make their way to the bottom of the screen. Only this time, Centipede is enhanced with cool 3D graphics, enabling players to get a good look at those crafty fleas, seething scorpions and unpredictable spiders. The Arcade mode is also equipped with that familiar arcade sound to blast players back to the coin-op.

In the Adventure mode, players put their extermination skills to the test as they take on the bugs face to face in six exciting new 3D worlds. The mission is not merely to plow the pest -- players must also rescue stranded Wee People, protect Wee Houses and accomplish other Heroic missions along the way. To get a better lay of the land in a sticky situation, players can choose from various viewpoints including top-down, over-the-shoulder and first-person. Beware -- the mushrooms are life-sized and the bugs are fast, so get ready for a roller-coaster ride through new, fantastic lands with techno tunes to keep your virtual pedal to the metal.

Centipede is currently available in stores for the PC and will be coming soon for the PlayStation game console. Both titles will have a suggested retail price of \$39.95. To get a cyberview of QueenPede and her creepy cronies, visit <http://www.atari-centipede.com>.

Sequel to the Double Million Seller Twisted Metal Series, Twisted Metal III, Takes Road Rage to the Extreme

989 Studios, a Sony Computer Entertainment Group Company, recently announced that Twisted Metal III, the newest addition to the popular, double million seller Twisted Metal series, is now available for the PlayStation game console.

Twisted Metal III puts gamers behind the wheel in the ultimate automobile combat simulation.

''Twisted Metal III delivers more of what Twisted Metal fans love: revved-up cars, heavy machinery, explosions and plenty of power,'' said Jeffrey Fox, vice president, marketing, 989 Studios. ''This title uses our Tru Physics technology which allows gamers to experience realistic skidding, powerslides and vehicle collisions.''

Twisted Metal III gives players the option to choose from a variety of updated, heavily-armed and heavily-protected vehicles. Gamers use these

vehicles to move through Hollywood, London, Washington D.C., the North Pole, Egypt and other locations, as they blow up every opponent and obstacle in their path.

Also adding to the pulse-pounding action in Twisted Metal III, are newly recorded audio tracks from recording artists Rob Zombie and Pitchshifter, who appear courtesy of Geffen Records.

Twisted Metal III also features eight new battlegrounds, 12 different vehicles and a host of new weapons including the Speed Missile, Rain Missile and Homing Mortar. In addition, new combo moves are faster and easier to use, and the environments are more interactive than in the previous incarnations.

Twisted Metal III Key Features

- Extremely realistic, four wheel physics model using Tru Physics: creates realistic car body lean and shocks, skidding, powerslides and vehicle collisions
- State-of-the-art, fourth generation 3D engine: 30 frames per second, gouraud shading, colored environment lighting and all 3D environments (Even the weapon pick ups are 3D!)
- White knuckle one to four player action: link cable, quad screen or split screen (horizontal/vertical selectable in game)
- All new three to four-player battles via link cable
- New combo moves, like Freeze Blast, Rear Attack and High Jump, plus many more that are faster and easier to use
- Special multi-player arenas
- Awesome visual effects, explosions and car damage
- Secret areas and hidden characters
- 12 vehicles (updated and highly detailed): Thumper, Road Kill, Hammerhead, Mr. Grimm, Warthog, Spectre, Outlaw, Firestarter, Club Kid, Auger, Flower Power and Axel
- Bosses: Minion, Dark Tooth and the all new Head Hunter
- Game environments: Hollywood, London, Washington D.C., Tokyo, North Pole, Hangar 18, Egypt and Calypso's Blimp

NFL Quarterback Club '99 For N64 Ships

Acclaim Sports, a division of Acclaim Entertainment, Inc., a leading worldwide interactive entertainment company, announced that NFL Quarterback Club '99, the highly anticipated sequel to the top selling Nintendo 64 sports game of 1997, ships to retailers nationwide today.

Featuring an all-new 3D sports engine, NFL Quarterback Club '99 has the most incredibly detailed and superbly animated players to ever be featured in a sports video game. Nationally known NFL commentators, Mike Patrick and Randy Cross provide play-by-play and color commentary and senior NFL official, Jerry Markbreit, calls all the infractions on the field. Thanks to Acclaim Studios proprietary N64 sound compression technology Quarterback Club has over 45 minutes of speech, five times the amount in last year's game.

NFL Quarterback Club '99 is the perfect balance of beauty and brains with all-new artificial intelligence designed with the help of New York Jets Offensive Coordinator Charlie Weis and motion capture by the Jets wide receiver Dedric Ward. The game is once again endorsed by

three-time NFL MVP Brett Favre.

''NFL Quarterback Club '99 is the closest representation of the NFL in a video game that I have ever seen and I am proud to be associated with it,'' said Favre. ''Last year's game was number one for the Nintendo 64, and this year's version is so much better, I have no doubt we'll come out on top again.''

NFL Quarterback Club '99 is supported by national television, major market radio, print, on-line advertising and in-store merchandising, including point-of-purchase displays and videos highlighting NFL Quarterback Club '99's gameplay and TV commercial. Additionally, as part of Acclaim's sponsorship of Channel One, NFL Quarterback Club spots are featured in schools across the country. The NFL Quarterback Club '99 TV campaign, which features spokesman Brett Favre and the Green Bay Packers offensive line, kicked off this past weekend on ESPN's Sunday Night Football and ABC's Monday Night Football. Spots will continue to run throughout November and December during NFL broadcasts on ESPN, ABC, and CBS, as well as cable networks and syndicated series.

Other features of NFL Quarterback Club '99 include:

- All 31 NFL teams, 6 NFL Europe clubs and the expansion Cleveland Browns
- All thirty 3-D rendered stadiums and over 1500 players.
- Developed by Iguana Entertainment, makers of NFL QBC '98 - the top selling sports title on N64 for 1997
- All new 3D polygonal sports engine and characters featuring second generation Hi-Rez(tm) 640x480 graphics
- 250 all-new animations including player specific celebrations like the chicken dance, Mile High salute and goalpost punching bag.
- All-new analog joystick passing system provides unprecedented control
- Authentic team play styles: The 49ers West Coast Offense and the Steelers Ground Attack
- Choose from 30 team specific playbooks or create your own.
- Total Team Management includes: trading, drafting, signing and releasing players; managing the salary cap.
- Replay key moments of all 32 Super Bowls in Historic Simulations or customize your own
- Player attributes adjust during the season according to their performance
- Create your own player, coaches profile, and teams including home and away uniforms
- Attach a Nintendo 64 Rumble Pack(tm) and 'Feel the Power' of NFL QBC '99.
- All-new player injuries and penalties that affect game and season play.
- Track season-long team and player stats including individual league leaders
- Instant replay and multiple camera angles including ''create-a-cam''
- Game, weekly, and season awards including Player of the Game and NFL MVP
- 6 modes of play: Practice, Exhibition, Season, Playoff, Tournament, Pro Bowl
- In-game player highlights feature color photos and stat updates.

Electronic Arts, the world's largest interactive entertainment software company, today announced it is shipping its highly-anticipated NBA LIVE 99 interactive basketball game for the PlayStation, PC and, for the first time ever, for the Nintendo 64.

NBA LIVE 99 is the latest product offering in EA SPORTS' NBA LIVE series which has sold more than six million units across all platforms over the lifetime of the franchise.

The NBA LIVE basketball series is the favorite interactive basketball game for many NBA players, including NBA All-Star and Boston Celtic Antoine Walker, who regularly plays NBA LIVE before his ``real'' basketball games.

``No one has managed to capture the realism and excitement of NBA basketball better than the makers of NBA LIVE,'' said Walker, who participated in motion capture and design sessions for NBA LIVE 99.

``This year's game plays just like real NBA basketball -- they've got all the shots, dunks and celebrations you'd expect to see in an NBA game. The fun will really start when I play NBA LIVE against my friends in the league -- they won't believe it when they see that EA SPORTS has motion captured my signature shimmy-shake move.''

Key features for NBA LIVE 99 include:

- A brand-new feature for an interactive sports game, where NBA player facial expressions are keyed into the game's engine. Watch your favorite players laugh, frown and celebrate depending on the situation.
- Enhanced Pro-Action artificial intelligence (AI) that allows players to realistically react to situations on the court. For example, if a post player is double-teamed, a teammate will spot up for a three point shot.
- PlayStation and PC versions of NBA LIVE 99 allow game players to compete over the course of ten consecutive seasons using all 29 NBA teams.
- All the sounds of a real NBA basketball game -- from player chatter, sneaker squeaks, crowd chants to an original soundtrack that mixes funk, blues and hip-hop.

``For more than a year our production team has focused on bringing every aspect of NBA LIVE 99 to life,'' said Sam Nelson, NBA LIVE 99's executive producer.

``NBA LIVE 99 delivers the entertaining experience of actually being at an NBA game -- everything from the realistic look of the players, their uniforms, their on-court moves and dunks -- it's all there. Hoops fans will appreciate the details, but all game players will appreciate the fun.''

Player roster updates will be available at www.easports.com for all game versions. Player rosters for the PlayStation and Nintendo 64 games will be downloadable using Interact's DexDrive.

The PC and PlayStation games will be available for U.S. \$39.95; the Nintendo 64 game will be available at U.S. \$49.95. Consumers may purchase the game directly from Electronic Arts by dialing 800/245-4525 (international callers may dial 650/628-1500) or from the EA Store at

www.eastore.ea.com.

Midway Steps on the Gas with Rush 2: Extreme Racing USA for Nintendo 64

Get off the sidewalk and run for cover!

The helter-skelter racing that tore up the streets of San Francisco is heading for city streets across the country. Midway Home Entertainment, one of the industry's most prestigious entertainment software publishers, today announced that Rush 2: Extreme Racing USA, the sequel to the critically-acclaimed chart topping San Francisco Rush: Extreme Racing, is racing its way to retail outlets nationwide.

'San Francisco Rush was the best racing title to ever grace the N64...until now,' said Paula Cook, director of marketing at Midway Home Entertainment. 'With new tracks, cities and game play options, Rush 2: Extreme Racing USA has upped the bar.'

In addition to a traditional marketing campaign, Midway is also working on a promotion with Pepsi Cola Company's Mountain Dew in support of Rush 2: Extreme Racing USA. Each track features special Mountain Dew pickups as well as roadside billboards featuring the soft drink.

Gamers will face ten new tracks in Rush 2 and maneuver through the congested streets of upper and lower Manhattan, the rain-slicked roads of Seattle, and the neon-lit boulevards of Las Vegas. Players can also cruise through Los Angeles, Hawaii and Alcatraz as well as two speedway loop tracks and one stunt track. Eight new cars will join the eleven existing vehicles, each with tighter car handling, more severe collision damage, more sensitive braking capabilities and all-new secrets to unlock. The sequel also boasts booming original music and multiple camera views.

The highly successful San Francisco Rush: Extreme Racing was released last year for both Nintendo 64 and the PlayStation game console. The critical raves were widespread, with GamePro describing it as 'a non-stop, thrill-a-minute roller-coaster ride.' San Francisco Rush was nominated for several industry awards and was named both the 'Best Nintendo 64 Game' and the 'Best Racing Game' in 1997 by Ultra Game Players.

Brave Fencer Musashi From Square Soft

Square Soft, provider of one of the most successful gaming franchises in interactive entertainment history, today announced the availability of its newest title, Brave Fencer Musashi for the PlayStation game console. By reuniting the creative minds behind Final Fantasy VII, Square Soft has once again proved itself as a leader in the interactive entertainment industry through its development of Brave Fencer Musashi, combining platform-style action, puzzles and role playing elements.

Following the release of Bushido Blade 2, Brave Fencer Musashi is the fourth and last of four titles to be marketed and distributed during 1998 in North America under the recently-formed Square Electronic Arts

joint venture between Square Soft and Electronic Arts.

Brave Fencer Musashi provides a unique rush of gameplay fun and excitement with a combination of fast-paced action and challenging puzzles. Musashi, the game's main character, runs, jumps, and fights as he learns new moves in a breathtaking polygon based world. The game features a wide variety of platform-style running and jumping action, and a huge number of comical enemies and bosses to battle. Players are drawn into the gameplay with real voice-overs and a dynamic environment that changes in real-time from day to night. Featuring rich graphics, beautifully choreographed camera work, and a vast, ever-changing world to explore, Brave Fencer Musashi provides a rich and involving adventure for players of all ages.

''Our goal continues to be a focus on providing our customers with the highest quality, most compelling interactive entertainment titles available,'' said Jun Iwasaki, president of Square Electronic Arts L.L.C. ''With Brave Fencer Musashi, Square Soft continues on this quest, enticing gamers of all ages with a fast paced, action oriented role playing game that only Square Soft can deliver.''

One hundred and sixty years ago, a giant monster appeared in Thirstquencher Empire, Allucaneet Kingdom's neighboring country. This monster, called the Wizard of Darkness destroyed Thirstquencher Empire and headed to Allucaneet. Everything in the monster's path was destroyed, and it is said many monsters were created by the strange effect of the Wizard of Darkness.

Upon hearing about the Wizard of Darkness, King Allucaneet ordered the Hero Summon spell to be cast. This power was used only as a last resort when the kingdom was faced with great danger. The summoned hero in this case was a two-sworded fencer named Musashi. Musashi then set out on his journey to defeat the Wizard of Darkness. Musashi and the Wizard of Darkness battled fiercely for a long time. In the end, the most Musashi could do was to seal the monster within a magical ward using the power of Lumina, the Sword of Luminescence. It has been said that Musashi then divided the power of the monster into five elements: Earth, Water, Fire, Wind and Sky, and then sealed them within crests. These five crests were known as the Five Scrolls and in the years that followed passed into myth along with the legend of the brave fencer, Musashi.

Brave Fencer Musashi is available for approximately US \$40.00 and carries an ESRB rating of ''Everyone.'' It is available now in leading retail outlets throughout North America.

Sega Ready For Battle Armed With Dreamcast

Armed with its powerful 128-bit Dreamcast game machine, Sega Enterprises Ltd today expressed confidence it is ready for battle in the next round of game machine wars.

''I'm personally not used to losing fights,'' said Sega President Shoichiro Irimajiri, whose Dreamcast is scheduled to hit store shelves in Japan on November 27.

''Dreamcast represents a whole new way of thinking at Sega,'' Irimajiri

said.

The console is based on Microsoft Corp's Windows CE operating system, offers Internet capabilities and will sell for \$242.

It is designed to do battle with the 32-bit PlayStation game machine of Sony Corp, who Irimajiri called ''the toughest competitor in the world''.

Sales of the PlayStation, marketed by Sony Computer Entertainment Inc, are expected to reach 21 million units in 1998/99, compared with 19.3 million units a year before.

That compares to lifetime sales of 8.86 million units for Sega's 32-bit Saturn as of the end of March. It was launched in November 1994.

Japanese media recently reported Sony is preparing the launch of a new version of the PlayStation later this month. Sony declined to comment on the report.

Sega said earlier that it aims to sell one million Dreamcast units by the end of March 1999.

Irimajiri said the company is looking to sell 10 million Dreamcast units in Japan within three to four years.

He said the company would break even on Dreamcast if it sells about three million units.

A Sega spokeswoman said retailers received orders for 50,000 units on its first day on October 20.

The company plans to launch Dreamcast in the United States and Europe in the fall of 1999.

Investors on Tuesday appeared encouraged by Dreamcast's robust start. Sega's share prices surged on the Tokyo Stock Exchange finishing at 2,840 yen, up 120 yen on the day.

ONLINE WEEKLY STReport OnLine

The wires are a hummin'!

PEOPLE... ARE TALKING

Compiled by Joe Mirando
jmirando@streport.com

Hidi ho friends and neighbors. Yes, I'm back. I'll try to keep my ramblings to a minimum this week because there's some rather important information you might be interested in, and I'd much rather use the space for that than for my blustering on about this or that. Or, perhaps I could do both... sometimes you get a 'two-fer'. <grin>

The interesting information I mentioned just a moment ago is from Application Systems Heidelberg (ASH) and System Solutions, ASH's english

language distributor.

It seems that the latest version of NVDI is now available in english, and the latest versions of MagiC and CAB (2.7) should be available in as little as two weeks. It's been a long time in coming, and I had almost lost hope of ever seeing the latest versions of these programs, so needless to say I'm very happy right now. I'm not at all sure of what new features the latest versions of NVDI or MagiC offer, but CAB 2.7 supports 'cookies', which are needed more and more often when surfing the web these days.

If you have tried the CAB 2.7 demo and found that it gave you problems while accepting cookies (as I did), you should know that there is a bug in the demo version (and only the demo version, according to the author, Alexander Clauss). From what I can gather, the bug seems to be related to swapping old cookies for new ones. If you have crashes or errors while using the demo version, try deleting all of the cookies in the cookie cache.

There has been no word as of yet about upgrade costs for some of the items, but it is quite likely that it will be inline with the upgrade paths and costs for other System Solutions products.

On a personal note, I'm in the process of deciding which scanner I should spend my money on. It's getting tougher and tougher to support local dealers these days. There are lower prices at chain stores (Yeah, we've got that), and even cheaper prices if you want to go the mail-order route. And to boot, there are only two brands of scanners that we Atari users can expect to work with our computers: Microtek and UMAX.

The Microtek models are, from what I've heard, uniformly high quality devices that compare very well with much higher priced scanners from other manufacturers. The problem is that my local dealer's distributor only carries a few models of Microtek scanners, and lists only the model number. They have no idea of whether the models are parallel or SCSI, or whether its available in either. Needless to say, I really don't want to lay out any amount of money and hope that everything works out okay. That's probably one of the reasons that I'm still using my tried and true Atari computers instead of one of those new-fangled PCI/UDMA/SDRAM monstrosities.

Now, this particular distributor may not have any idea about SCSI or parallel, but there are plenty of chain stores and mail order retailers that are hungry enough for the sale to make sure they know about the capabilities and requirements of the products they sell.

Well, I'll keep you posted on any progress I make with finding a scanner. Let's get on with the STuff floating around on the UseNet.

From the comp.sys.atari.st NewsGroup
=====

David Jackson posts:

"I recently acquired an ICD AdSCSI Host Adapter, in great condition. However, it didn't come with any software. Does anyone know if there are some generic drivers for hooking up hard drives/CD-ROMs, or do I need to dig around and find the specific drivers? (My first search proved

futile)."

Roger Cain tells David:

"There are releases of ICD HD s/w which are in the Public Domain. You could try Umich, perhaps.

However, you can use practically any driver with the ICD board (the same applies to the majority of host adapters) so I would recommend you go for something more up to date.

HDDriver is certainly the most comprehensive. It is commercial but a demo can be obtained from Uwe's site.

CBHD (I use this) is PD. The latest release is 5.02.

As well as a driver/partitioner you will need a defragger - I would recommend HP_OPT v2.7."

Nick Bales adds:

"You can get a complete AHDI package from the Quick FAQ, but ICD's drivers were freely distributed, since they only work with ICD hardware. You can probably get them from most FTP sites."

Ben Hills asks:

"I have a three year old nephew who has started using my Atari Falcon and is now becoming pretty good with the art package Canvas.

Does anybody know if there is any freeware/shareware or even demos of educational software/games suitable for a young mind that will run on a Falcon?"

George Crissman asks Ben:

"Isn't there an Art For Kids package that's pretty cheap? Have you tried any Atari dealers yet?"

Bruno Begni tells Ben:

"I have found four (only !) educational falcons's softwares for children : - Art for kids; - Numbers; - Les animaux; - Les dinosaures. The two last one are in french, but easily usable for other langages.

If you are interrested by the demos and/or if you know other kid's softs, please mail-me."

Richard Watson asks:

"I am a newcomer to the net but have had an ATARI ST for twelve years. I run MAGIC 5.11, NVDI 4.1, Papyrus ver 5, CAB 2.5, Twist 2. Kandinsky 2.5, Imagecopy 4.1 and other bits and pieces on a 4Mb STE with 2mb Veloce and 170Mb HD and would welcome any suggestions as to the best current inkjet colour printer. I already have a HP Laserjet 4L."

Daniel L. Dreibelbis tells Richard:

"You can start by upgrading to the newest version of NVDI, version 5, which includes among other things a whole whack of new printer drivers,

including the latest Epson, HP and Canon printers. That's what I'll be doing before I go printer shopping for something that will allow me to print photos - I'm currently looking at either the Epson 640 or the HP 693 (I've got an HP 540 currently, does text and cartoon graphics beautifully, but doesn't really cut it for photos)."

Derryck Croker adds:

"Sound advice - the background printing under MagiC 5 is especially welcome.

The manual suggests that a minimum of 4Mb is required as a buffer if you want to use Epson microweave, or suffer slow printing speeds, by the way."

Martin-Eric Racine asks for high density disk drive help:

"Because of the increasing difficulty in finding DD diskettes (and HD can store more), I'm thinking of upgrading my Stacy. However, I'm wondering how to move the cover plate and button towards the new floppy drive. Any hints on Stacy HD upgrade?

Also, I have a defective SF314 (the drive itself seems to be kaput) which I would like to upgrade to HD as well. Can the SF314 circuit handle HD drives, or is that entirely dependant upon the presence of an AJAX chip in the host computer?"

Hallvard Tangeraas tells Martin-Eric:

"I've never used any of Atari's drives, but I'm guessing that the SF-314 is one of those external 360 or 720Kb drives?

What you need is a HD disk drive first of all, then you need an AJAX to be able to handle the double frequency (16MHz) which the drive needs for HD mode as opposed to 8MHz in DD mode. The existing 1772 disk controller can only handle 8MHz, though some can (at least in short periods of time) handle 16MHz (unofficially). There's been lots of long discussions on if it can or can't be used for HD modes, but to be on the safe side I would suggest getting an AJAX.

I don't know much about upgrading the drive in a STacy, but I have written instructions on how to do so for a regular ST. You might be able to use some of the information there as it explains how to use a standard Sony HD disk drive and slightly modify it for the ST.

You'll find it by going to my "Atari launchpad" (URL below in signature), then to the "hardware" section. You'll easily find it there.

Hyperlink Launchpad: <<http://www.post1.com/~hall/>>

Atari Launchpad : <<http://www.geocities.com/SiliconValley/Bay/8745/>>

Notator/Creator SL : <<http://members.forfree.at/~notator/>> "

Chris "the netman" posts:

"I have a Koala Pad and a ST (and TT). Is it possible to connect the Koala Pad to these computers? Are there any special drivers that are out there?"

TJ Andrews, an 8-bit Atari user from way back, tells Chris:

"The Koala Pad is an analog device, much like the paddle controllers of the 8-bit and 2600 VCS machines. The 8-bit joystick ports each had two a-d converters that would read resistance from within a range of 0-30k ohms (I think. It's been a while.) and convert it to a number from 0-255. I believe they used the same pins as the mouse on the ST. The buttons were the same as the paddle triggers, and used two of the same pins as the joystick.

I don't think the ST has a-d converters on the joystick ports."

Mario Becroft tells TJ:

"Ah, so this Koala pad is similar to the 8-bit touch tablets that Atari made. In that case I should think you could hack one onto the STE analogue ports. But not to the normal mouse port, it doesn't include analogue inputs."

Mitchell Benedetti posts:

"I'm looking for information on a Matrix coco graphics card. I recently acquired one for my TT. I would like to know if there is a web site, FAQ, or a source for drivers. I would also like to know if this card will support my CTX multiscan monitor."

Roger Cain tells Mitchell:

"Lucky b****r! Graphics boards for the TT are as rare as hen's teeth. I wish I had your problem."

"Louis" tells Roger and Mitchell:

"Roger, no you don't! With the drivers, the problems really start..."

Mitchell, AFAIK the CoCo is a color board, 1 Mb DRAM, Intel 82786 graphics chip, does 8 bit color on a multiscan. It eats 850 mA on the 5 Volt line, the 12 Volts aren't used.

Now for the drivers: gotta look into my files here, I figure I could have a driver upgrade for this one, though I'm not sure. I do have the latest drivers for a TC1208, but these won't work. I've got another set of drivers for a TC1006, and it could be these may work. Have to sort things out over here. If I find something useful, I'll give a holler (lost your original posting so haven't got an e-mail ads).

Now, before you shout "Hurray", I'm telling you Matrix never did a good job on their drivers... Even the latest upgrade for my card (which came out in '93) still causes problems: That's Write wouldn't show "contents" in the windows, all empty, thus unusable. ST-Guide crashed randomly; one time at calling up HELP, another time upon clicking to a next/previous page. Freedom's icons showed up very weird, best described as "some junk where there should be icons".

Only after upgrading to NVDI 4.12 for this card I got it all working fine. Don't know whether or not NVDI 5 supports the CoCo, it just states it supports Matgraph and TC cards, so you better sort that out with the Behnes. IF your card is supported too, I highly recommend getting NVDI too, saves you a lot of cursing when using the card. The bloody problem then might be that you need an installed version of the latest drivers first... Maybe here the Behnes can help you too...?"

David Leaver tells Mitchell:

"I have a Matrix Coco so, if you have not solved your problem yet, I may be able to help you.

I have never experienced the problems that Louis describes, but I never succeeded in getting the Coco to work in my TT, although it works perfectly in my MSTe.

The problem was hardware related and may derive from the current drain that Louis mentions. The monitor would flash on, and off again, about once per second. The picture was normal and I could see enough to move the mouse around."

Brian Roland asks about FAX software:

"Is there any Fax Software for TOS machines anymore? I remember something called ST Fax that had drivers for the most popular atari documents, such as PageStream, AtariWorks, etc...

Is it possible to buy that package still? Any alternatives still on the market?"

Paal Monstad tells Brian:

"Yes, CoMA is still supported! CoMA is commercial but you can find a demo on the net. Can't remember the URL, but I'll find it if you ask. CoMA is now up to version 4.6. CoMA has English rsc-file and text file."

Mario Becroft adds what he knows:

"I'm using the free mgetty+sendfax software (with vgetty). It didn't compile under MiNT initially, but it wasn't too hard to get it going. However I didn't do a very good job of it, and the version I'm using is rather old now, so I didn't announce it. But it works for me. With this you can do fax, data and voice on your modem with complete flexibility.

However it may be rather more than you need. If you just want a simple straight-forward FAX program without all the bells and whistles, voice and data support etc., or if you don't use MiNT, you will probably find some other fax software like STraight Fax to be more suitable.

Email me if you'd like me to send you my MiNT version of mgetty+sendfax and vgetty."

Martin "Nightowl" Byttebier adds:

"[Coma] can also be used for sending faxes made by Calamus (all versions). Works very great. I'm a registered user of CoMa but I'm not using it very much thus I don't know the prog very well. However I think it is possible to use a signature with the footer image.

In my humble opinion, CoMa is the best Fax prg for the Atari. It works on every configuration I tried. Geneva/Neodesk, N.AES/MiNT/Thing/ SingleTOS, with or without graphic card. With other words superb and above all it comes with English docs.

The latest version is 4.7.0.

Depending which version you want the registration fee range from 44 to

99 UK pounds. A demo version can be found on the Belgian ftp-site
193.190.205.13 atari/incoming/telecomm or on the homepage of Softb.fre
Software <http://members.xoom.com/Softbaer/index.html>

There is also Starfax and Teleoffice. Both can be found on the Net. A
beta version of Starfax is certainly on the Belgian ftp-site. Look for
star25be.lzh. Starfax runs also on every Atari."

Mario Charles adds:

"There are even 3 good programs:

JUNIOR OFFICE by TKR. It is available as a fully functional version on
several ftp-servers. Very nice program, but no direct-faxing via your
word-processor.

There is also the pro version of this program, called TKR TELEOFFICE.
But it is not spreaded via ftp. Commercial program available from your
dealer. TELE OFFICE is able to do direct faxing via your wordprocessor.

Another good program was Q-Fax pro. This software is commercial too.
Direct-faxing is possible too. Disadvantage: doesnt support all serial
ports.

Since a few years, a VERY good alternative is STarCall by Ingo
Linkweiler. This is a complete package of actually 3 programmms: -
STarCall, the terminal software - STarFax, the fax software (some kind of
pumped up Q-Fax...). Even a GDOS driver is included, so you can fax
directly via almost every software. - STarBox, a BBS program. StarCall
is shareware. A fully functional copy can be downloaded on the net. --->
<http://www.ob.rhein-ruhr.de/INFINITY/>

Last but not least, CoMa, the fax manager. Good program. A so called
crippleware version is available on several ftp-servers and on the net.

I would recommend either JUNIOR OFFICE or STarCall. Just get them both
and make your decision."

Well folks, that's it for this week. Tune in again next week, same time,
same station, and be ready to listen to what they are saying when...

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EDITORIAL QUICKIES

Don't You Hate it When

- * You have to try on a pair of sunglasses with that stupid little plastic thing in the middle of them.
- * The person behind you in the supermarket runs his cart into the back of your ankle.
- * The elevator stops on every floor and nobody gets on.
- * There's always a car riding your tail when you're slowing down to find an address.
- * You open a can of soup and the lid falls in.
- * It's bad enough that you step in dog poop, but you don't realize it till you walk across your living room rug.
- * The tiny red string on the Band-Aid wrapper never works for you.
- * There's a dog in the neighborhood that barks at EVERYTHING.
- * You can never put anything back in a box the way it came.
- * Three hours and three meetings after lunch you look in the mirror and discover a piece of parsley stuck to your front tooth.
- * You drink from a soda can into which someone has extinguished a cigarette.
- * You slice your tongue licking an envelope.
- * Your tire gauge lets out half the air while you're trying to

get a reading.

- * A station comes in brilliantly when you're standing near the radio but buzzes, drifts and spits every time you move away.
- * There are always one or two ice cubes that won't pop out of the tray.
- * You wash a garment with a tissue in the pocket and your entire laundry comes out covered with lint.
- * The car behind you blasts its horn because you let a pedestrian finish crossing.
- * A piece of foil candy wrapper makes electrical contact with your filling.
- * You set the alarm on your digital clock for 7pm instead of 7am.
- * The radio station doesn't tell you who sang that song.
- * You rub on hand cream and can't turn the bathroom doorknob to get out.
- * People behind you on a supermarket line dash ahead of you to a counter just opening up.
- * Your glasses slide off your ears when you perspire.
- * You can't look up the correct spelling of a word in the dictionary because you don't know how to spell it.
- * You have to inform five different sales people in the same store that you're just browsing.
- * You had that pen in your hand only a second ago and now you can't find it.
- * You reach under the table to pick something off the floor and smash your head on the way up.

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